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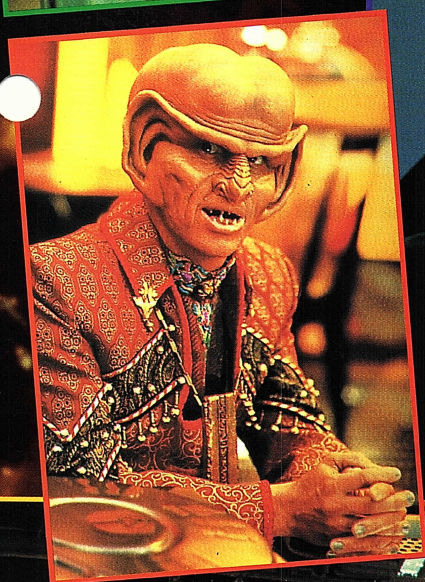


Improving the Doctor
New modifications to the EMH

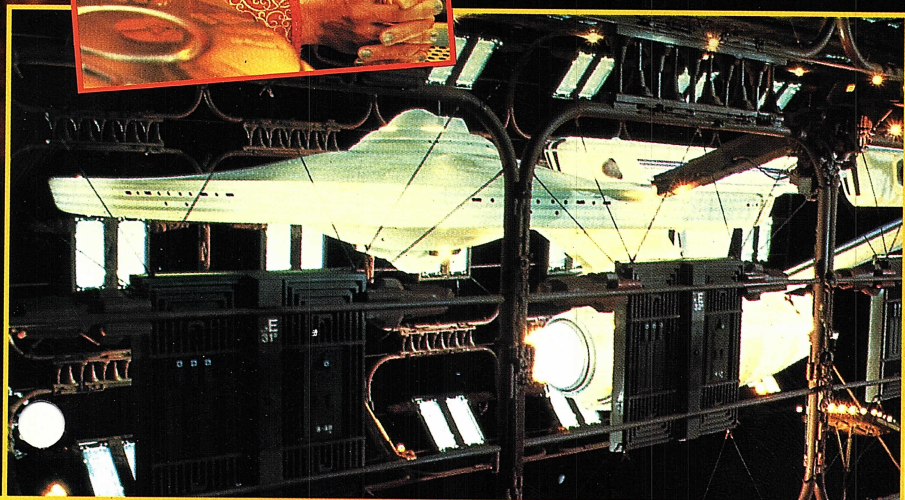
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A remnant of Ancient Greece

The Ferengi Love of Profit
A race obsessed with riches

Meet Dr. Leah Brahms
One of Starfleet's top designers



No Comfort on Klingon Ships
Explore the crew quarters and mess hall



U.S.S. ENTERPRISE NCC-1701: After the Refit
Starfleet's famous flagship undergoes an upgrade

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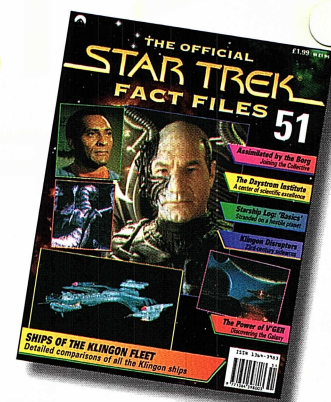
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Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dallington Road
London W6 0ES

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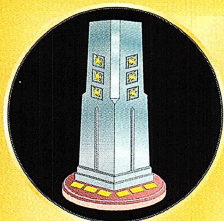
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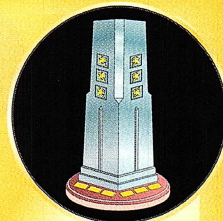
GALACTIC
ARCHEOLOGY

The Guide to the STAR TREK Galaxy

FILE 6

CARD 1A

EXTINCT CIVILIZATIONS

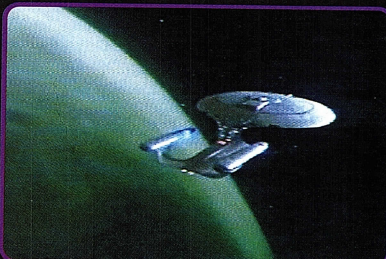


GALACTIC
ARCHEOLOGY

BARRADAS III

Barradas III, a **Class-M** planet, is a long-abandoned outpost of the **Debrune** civilization; the planet appears to have been completely unpopulated for at least the past 2,000 years. A **Federation Archeological Survey** has cataloged numerous ruins on the surface, most of which are composed of a simple, rough-cut local stone.

▶ *The simple but ancient stone artifacts found on the surface of Barradas III attract treasure hunters as well as genuine scholars.*



▶ *The U.S.S. ENTERPRISE NCC-1701-D orbits Barradas III, the site of a long-abandoned Debrune outpost, in 2370. The Debrune may have been an offshoot of the Romulans; other planets in the sector were also settled by Romulans or Romulan-derived races.*

CAMUS II

The ancient ruins on **Camus II** are the focus of a study conducted by **Dr. Janice Lester** and **Dr. Arthur Coleman** in 2268; the **Federation** still has an archeological interest in the planet a century later. The main chamber of these fairly non-descript ruins, from which a number of antechambers radiate outward, is cavernous and dimly lit. The walls are covered with some form of alien hieroglyphs. In one chamber, Dr. Lester discovers an alien device capable of transferring minds from one body to another. This device is constructed of an unknown material that is darker than the surrounding walls and contains hieroglyphs, carved in sharp relief. When the device is activated, via a handheld remote control, the subject is pinned, unconscious, to the wall. Despite its apparent abandonment, the device is still in perfect working order as of 2268.

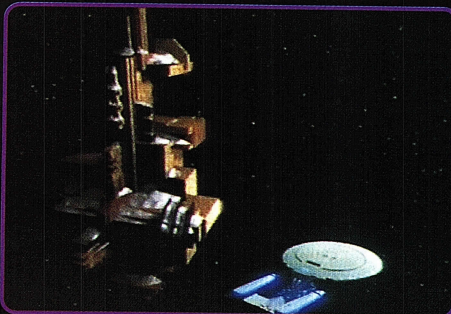
▶ *Using the ancient technology which has survived long after the people who built it are gone, Dr. Janice Lester transfers her mind into the body of Captain James T. Kirk.*



THE D'ARSAY

A large rogue comet, discovered in **Sector 1156** in 2370, is found to contain an enormous and highly complex unknown alien structure. It appears similar in its block-like, Cubist design to the ancient Earth civilization of the Mayans. It is nearly solid, and is composed of **fortanium** and several unknown materials; its age is estimated to be more than 87 million years. The comet's point of origin is the **D'Arsay** system, over two sectors away, indicating that it must have been traveling for nearly 84 million years.

While scanning the unusual structure, the sensor beam of the **U.S.S. Enterprise NCC-1701-D** is utilized by the alien vessel as a carrier wave, providing it with access to the *Enterprise's* computers. The downloaded program sets off a series of alien transformations, causing D'Arsay structures to appear throughout the *Enterprise* and wreak havoc. The intrusive program is eventually disabled, but valuable information on this ancient race from the D'Arsay system is recorded and stored for further study.



▶ *The ancient D'Arsay probe is huge. It dwarfs even a GALAXY-class ship such as the U.S.S. ENTERPRISE NCC-1701-D.*

EXO III

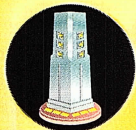
The sun orbited by **Exo III** began to die half a million years ago, thrusting this once-thriving world into a devastating ice age. The planet's inhabitants moved underground, and there constructed vast subterranean cities, maintained by sophisticated technological robots, in an effort to save themselves from the ecological disaster that had ravaged the surface. Reliance on the robots led the humanoid population to become distrustful, and the people began to fear their creations. However, when they tried to turn off the robots, their creations rebelled and wiped them out. For centuries afterward, the robots continued to carry on the task for which they were programmed: maintaining the vast underground cities of Exo III. As late as 2267, much of the ancient technology remains in working order.



▶ *Ruk and Angela are robots, built with the technology of the now-extinct humanoid population of Exo III.*



▶ *Much of the robot-building technology still works, and can be used to create robot doubles of living beings.*



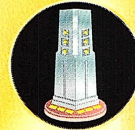
GALACTIC
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The Guide to the STAR TREK Galaxy

FILE 6

CARD 1A

EXTINCT CIVILIZATIONS



GALACTIC
ARCHEOLOGY

GUARDIAN OF FOREVER

The **Guardian of Forever** is a living machine, built by an unknown civilization which has long since perished; it allows travelers to pass through it and emerge in a different era of the timestream. The large, almost circular, free-standing portal sits on an uncharted desolate planet, in a small rocky clearing surrounded by what once may have been a temple-like structure. At the center of the portal, a time vortex displays constantly shifting timelines from the past, present and future. The exact origin of the Guardian, and the purpose for which it was built, are unknown, as is the fate of its creators.



▲ The ruins that surround the Guardian of Forever are less than a million years old, but the Guardian itself claims to be much older. The planet itself is the nexus for massive temporal distortions.

THE HUR'Q

An unnamed planet in the **Gamma Quadrant** is home to the Central Museum of the **Hur'q**, a race that invaded the **Klingon** homeworld over 1,000 years ago but subsequently disappeared; Hur'q is the Klingon word for 'outsider'. The museum complex is located several kilometers below the planet's surface and has only recently been mapped by a **Vulcan** mining operation. It is made up of a series of interconnected tunnels and chambers, rough-hewn out of the indigenous rock. The museum's central chamber, located at the far north of the complex, holds the centerpiece of the collection, the mythical **Sword of Kahless**; the chamber is protected by a forcefield. The entire museum complex is cave-like and dimly lit by wall sconces spread throughout the rooms. Like the tunnels, the chambers are hewn from the rock but differ in that they are worn smooth, and slope slightly outward, away from the visitor.



▶ Centuries after the legendary Sword of Kahless is lost, it is found by Worf and Kor in the Gamma Quadrant. The ultimate fate of the Hur'q, who once tended the museum, is unknown.

THE ICONIANS

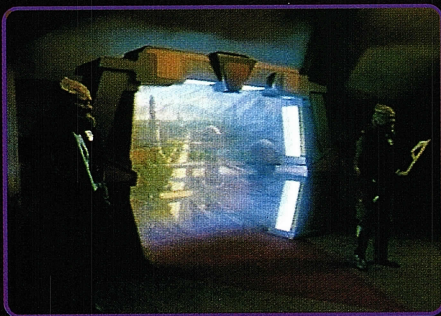
The technologically-advanced **Iconian** civilization was destroyed 200,000 years ago. Ancient texts describe the Iconians as aggressors, but it is now believed that they may have been the victims of other races who feared their technology. Often referred to in ancient texts as "Demons of air and darkness", the Iconians were capable of interdimensional travel across vast stellar distances. All that remains of Iconia today is a desolate, desert-like planet; legends that the Iconians escaped total annihilation through their own portals remain unconfirmed.

Two functioning Iconian gateways have been discovered in recent years: one on Iconia itself, and another on an unnamed planet in the **Gamma Quadrant**. In both cases, the technology has been destroyed by **Federation** personnel; the fear of the damage such technology could cause should it fall into the wrong hands still remains. The gateway discovered in the **Gamma Quadrant** was inside a massive stone Iconian ziggurat, surrounded by a long-abandoned Iconian city.



▲ Travelers are able to step through the Iconian portal, directly into the scene depicted.

▶ The Jem'Hadar discover an Iconian portal in the Gamma Quadrant.

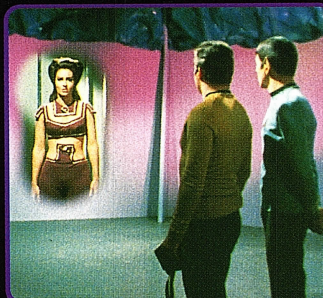


THE KALANDANS

The **Kalandan Outpost** is a desolate **Class-M** planet. It is roughly the size of Earth's moon, but has the mass of a planet the size of Earth itself. The planet has no magnetic field, and is composed of an alloy of **diborium-osmium**; it is an artificial construction, 10,000 years old, created by the Kalandans as a scientific research facility and a base for their advanced forces. The technology used is unknown.

But, in creating the planet, the Kalandans also accidentally created a deadly organism that killed all the settlers; it is thought that Kalandan supply ships then carried the organism back to the Kalandan homeworld, wiping out the entire civilization.

A large cavern within the planet houses a massive computer shaped like a translucent cube. An automated defensive system produces the holographic projection of **Commander Losira**, the last surviving member of the Kalandan colony. Unfortunately, in 2269, a landing party from the **U.S.S. Enterprise NCC-1701** are forced to destroy the computer in self defense.



▲ The defense mechanisms of the Kalandan Colony still work, even though the colonists are all long dead.



▶ Commander Losira was the last Kalandan left alive; a sophisticated image of her still remains.



The Guide to the STAR TREK Galaxy

FILE 14 CARD 4



FERENGI AND PROFIT

Many races of the Alpha and Beta Quadrants consider the Ferengi to be disreputable thieves who have abandoned moral values for the pursuit of profit. This much maligned race possesses a rich history of tradition that goes back several thousand years, although much of it does, indeed, revolve around the acquisition of profit.

At the very center of Ferengi culture is the **Grand Nagus**. In his position as the **Ferengi Master of Commerce**, he wields enormous power over Ferengi business and personally controls the allocation of trade territories

and other commercial opportunities. He is, in essence, the CEO – Chief Executive Officer – of **Ferenginar**.

As his position of power reflects, the Grand Nagus is treated with great respect and even more fear by other Ferengi. A word, a wave of his ever-present

scepter, and fortunes can be made or destroyed. It is no wonder that even the richest Ferengi merchant will humbly bow to kiss the symbol of the Nagus on his scepter, even when it is held by someone else. The current Grand Nagus is **Zek**.

Whenever Ferengi males gather (females are virtually



▲ **Making a profit invades every aspect of Ferengi life. Most buildings, including private homes and business offices, charge an admission fee to visitors – even if they are members of the family.**



▲ **Even Ferengi like Rom, who are unconventional enough not to be completely obsessed with profit, know the importance of keeping their financial affairs in order at all times.**

always excluded from going to public places), the talk quickly turns to business. After all, why would they want to get together otherwise? Virtually all Ferengi social standings are based on wealth and financial ruthlessness, which are considered admirable traits in a Ferengi male.

The acquisition of profit is so fundamental to Ferengi philosophy that when two members of the race are lost through the **Barzan wormhole** and emerge light years away in the **Delta Quadrant**, their

first thoughts are of how to exploit the planets in this new area of space.

The Rules of Acquisition

Ferengi behavior is governed and guided by **The Rules of Acquisition**. The Rules were originally committed to parchment by the very first Ferengi Grand Nagus, **Gint**. The first rule he wrote was, "Even in the worst of times, someone turns a profit." Although this was the first rule, Gint assigned it to number 162. Thus, in a shrewd marketing ploy, he created an immediate demand for

THE FERENGI COMMERCE AUTHORITY

A frequent victim

Quark often finds himself on the receiving end of unwanted attention from the Ferengi Commerce Authority. In 2371, he is charged with improper supervision of a family member after his mother is caught conducting her own business deals. The following year, Liquidator Brunt is sent to **Deep Space Nine** after staff at Quark's Bar form a union in protest of a 33 percent drop in wages; Ferengi culture finds the whole idea of unions abhorrent. In both cases, Quark is able to outwit the FCA and reach a solution that suits all parties.

Rivals

All Ferengi fear a visit from the FCA. Quark has had so many that he has become well known to Liquidator Brunt; the two have become ongoing adversaries. Many of Quark's dealings are unorthodox.

Dominant tower

The Tower of Commerce is the most impressive building on the Ferengi skyline. Its prominence ensures that no Ferengi will ever forget the hold it has over their lives.



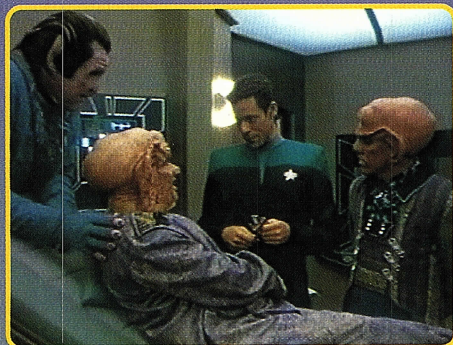
▼ *The pursuit of profit is so fundamental to the Ferengi psyche that when the Grand Nagus tries to introduce ideas of generosity to the Rules of Acquisition, Quark immediately knows that something is wrong.*



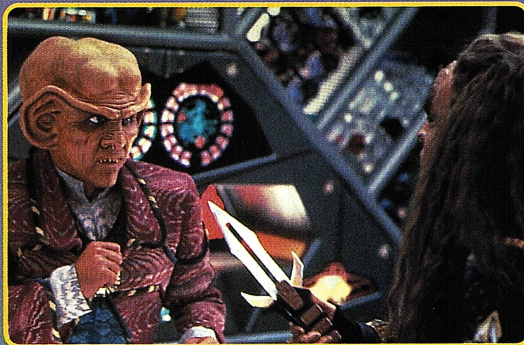
The Guide to the STAR TREK Galaxy

FILE 14 CARD 4

FERENGI AND PROFIT



▶ *Ferengi business skills are revered throughout the Galaxy. When Quark's Klingon ex-wife, Grilka, has financial problems, she turns to him for help. He soon helps her to sort things out.*



the previous 161 rules.

The Ferengi Rules of Acquisition are much more than just a stale set of laws. Every young Ferengi child must not only memorize these moral guidelines of his people, but must dedicate his life to living up to them.

Fear the FCA

The organization dedicated to enforcing the Rules of Acquisition is the **Ferengi Commerce Authority**. The mere mentioning of the FCA strikes fear into the hearts of Ferengi everywhere. While some associations have jurisdiction only on

Ferenginar, the FCA has power over all Ferengi dealings with the **Ferengi Alliance**, no matter where they take place.

The FCA keeps track of your profits, your family, your holdings, your business, and your properties. An annual statement must be made to the FCA informing them of your profits for the year.

An incorrect statement is not an uncommon thing; many Ferengi 'forget' to include some of their profits in the statement. But if the FCA finds out about an incorrect statement, or someone's lack of observation of a

Ferengi code or law, the penalties are severe: the FCA sends a **Registered Liquidator** to your place of business. The Liquidator, if he cannot be bribed into overlooking the incident, informs the accountable male of the infraction, what he must do as punishment, and how long he has to complete this task. The Liquidator then shuts down any private business by placing a writ with the Alliance's symbol, and a statement of the infraction, on the wall. The business is shut down until the FCA is satisfied that the infraction has been sorted out.

If a Ferengi breaks a

contract with another Ferengi, everything he and his family owns will be confiscated and sold to the lowest bidder, his mother will be forced to live on the street begging for scraps of food, and no Ferengi will talk to him or do business with him. He will be cut off from all contact with his own people.

Profit and the family

If you do plan to visit Ferenginar, be sure to bring lots of **latinum**. You'll need it: absolutely nothing on Ferenginar is free. Free is a concept the Ferengi find deeply disturbing; they consider a thing without a

price tag to be a thing not worth having.

Ferengi children have many responsibilities. They must commit to memory all of the Rules of Acquisition, and help out in the family business. At school, the most important subjects taught are those to do with making money: economics, calculus, and business.

When a boy reaches the **Age of Ascension**, all of his worldly possessions are sold in a grand bazaar. The young Ferengi then leaves with the profit he has gained as a result – his first step toward an adulthood that will be dominated by the pursuit of profit.

GALAXY FACTS

▶ The Ferengi are one of the first Alpha Quadrant races to make contact with the Dominion. Typically, their interest lies in possible trade deals.

▶ Almost all Ferengi diplomatic dealings are in the field of trade agreements. The race tends to stay politically neutral, allowing trade with both sides.

PROFIT AND THE AFTERLIFE

Turning death into latinum

The Ferengi do not have religion as such; they are too busy worshipping money to have time for the worship of gods, but they do have a system of beliefs. The Ferengi think one of two things happens to them when they die; they either go to the Divine Treasury, or to the Vault of Eternal Destitution.

The Divine Treasury is made of pure latinum. Here, the Blessed Executor and Celestial Auctioneers let the recently deceased bid on his new life. But if you have the unforgivable misfortune to die before

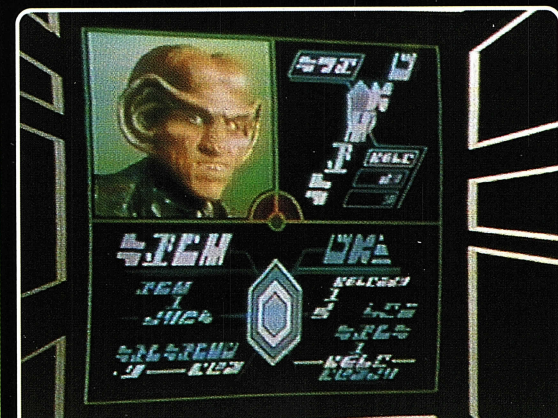
your business turns a profit, you go to the Vault of Eternal Destitution.

Ferengi death rituals are specific in how one must deal with the treatment of the body after death. Autopsy is strictly forbidden; it is considered that this will ruin the corpse, which must remain untouched so that it can be sliced into discs of vacuum-desiccated remains. These slices are then sold on the Ferengi Futures Exchange for, hopefully, a handsome sum. For the Ferengi, there is a profit to be made even in one's own death.



▶ Meeting the Immortal Gint

Gint, the very first Grand Nagus, and the man who committed the Rules of Acquisition to paper, resides in the Divine Treasury, waiting to welcome the souls of Ferengi who turned a profit in life.



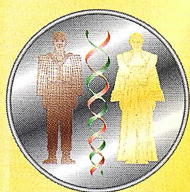
▶ Making history

When Quark thought he was dying from a terminal disease, he put his remains up for auction on the Ferengi Futures Exchange.

▶ Golden sanctum

Ferengi imagine the Divine Treasury to be built from pure latinum, the gold-colored metal that forms the basis of their currency.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 37



OTHER GROUPS
AND RACES

THE PLATONIANS

The telekinetic **Platonians** live in splendor, and have modeled their society on the ancient Greeks of Earth. But how will they react when they encounter humans again, more than 2,500 years later?

The **Platonians** are a remarkably long-lived humanoid race who have acquired the power of telekinesis – the ability to move matter by directed thought without the application of a physical force. Among themselves they are civilized and courteous, and spend much time in meditation, but they have come to regard other species, and the one Platonian who lacks their telekinetic powers, as inferior.

The Platonians originally lived on a planet in the **Sahndara** star system, where they instituted a mass eugenics program to breed in the qualities of

contemplation, self-reliance and longevity. They managed to escape from their home planet before Sahndara went nova and traveled to Earth, arriving some time before 400 BC, during the time of Socrates and Plato. After the decline of the ancient Greeks, they left Earth and came to their present home, which they named **Platonius**. Here, they have created a utopia modeled on the Greek civilization they so idolized on Earth.

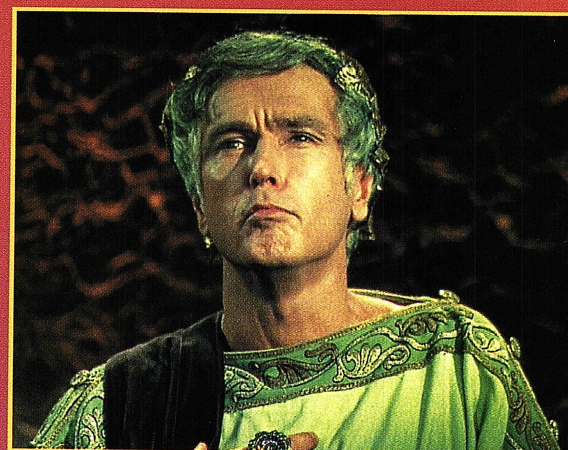
Power and long life

Their leader, the self-styled 'philosopher-king' **Parmen**, refers to Platonians as "Plato's children", though

▶ Leader in paradise
*The Platonians' leader, **Parmen**, has modeled himself on the famous leaders and philosophers of ancient Greece.*

'stepchildren' would probably be a more appropriate description.

The current generation of Platonians numbers only 38 in total. All have the appearance of humans aged between 30 and 50, although they are likely to be at least 2,500 years old and their full lifespan is unknown. The Platonians appear to live communally in one large structure containing shared rest and recreation areas and chambers for individuals or couples.



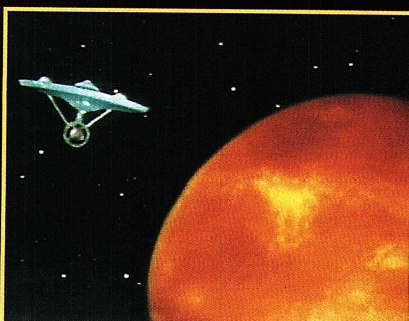
A WORLD FROM THE PAST

A mirror of Ancient Greece

The Platonians' clothing is simple and colorful: dresses for women and short-sleeved tunics with belts for men, with optional sashes. They prefer simple furnishings such as low stone benches and couches on which to recline. As well as adopting the styles of ancient Greece, they have brought several artifacts with them from Earth, including a shield said to have been carried by Pericles, a cithara (a stringed musical instrument similar to a lyre), and a collection of Greek cures penned by Hippocrates.



▶ The Platonians' taste in fashion has not changed since they left ancient Greece. Even their hairstyles still resemble those of the people who impressed them so much.



▶ The U.S.S. ENTERPRISE orbits Platonius. It carries the first humans the Platonians have seen in more than two millennia.

Planet	Platonius
Class	M
Quadrant	Alpha
Also known as	No other names
Life Forms	Humanoids, originally from the Sahndara star system.
Population	38; all adults.
Society	Modeled after the society of ancient Greece on Earth.
Leader	Parmen.
Flora	Provides a source of the element kironide, which causes telekinetic powers to develop.
Atmosphere	Oxygen/nitrogen.
Description	Standard gravity.
Technology	Interstellar travel possible.
Starship Log	STAR TREK: The Original Series 'Plato's Stepchildren'

▶ Ancient architecture

The buildings in which the Platonians make their homes are perfect copies of those on the world they once visited. On Earth, the Greek civilization is long dead, but it lives on in this remote corner of the Galaxy.

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GALAXY FACTS

- ▶ There appear to be no children in Platonian society. All 38 Platonians are adults.
- ▶ Platonians do apparently marry – one Platonian, Philana, describes herself as Parmen's spouse.
- ▶ Each Platonian's telekinesis operates on a separate power frequency and cannot be aggregated with that of another.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 37

THE PLATONIANS



OTHER GROUPS AND RACES

Local dress

Crew members from the Federation starship U.S.S. ENTERPRISE NCC-1701 who visit Platonius in 2268 are forced to wear the local clothing: long, elaborate dresses for the women, and colorful short-sleeved tunics for the men.

When the Platonians arrived on Platonius their food supplies lasted three or four months, then they began to eat native foods which, unbeknown to them, contained traces of the element **kironide**. Kironide is a very rare and long-lasting source of power and, when ingested by the Platonians, it is broken down and absorbed

by their bodies' pituitary hormones, which govern growth. Two or three months after eating the kironide-laced food, 37 of the Platonians developed telekinetic powers. The only one who did not was **Alexander**, who has a deficiency of pituitary hormones and is unable to metabolize the kironide.

Normally, the application of telekinesis is specifically focused. However when Parmen is delirious, he loses control of his powers, causing statues to topple and smaller objects to fly through the air. This creates turbulence that can even affect a starship in orbit.



Abilities in demand

The Platonians have been so busy pursuing hedonistic pleasures that they have ignored the sciences. They have no knowledge of medicine themselves, and so are keen to convince Dr. McCoy to stay on their planet.

An outcast in Paradise

The pituitary deficiency that affects Alexander's growth also renders him unable to ingest the kironide which gives the other Platonians their telekinetic powers. The more powerful Platonians see this as an excuse to treat him as a slave, and terrorize him for their own amusement.



A life of slavery and ridicule

When Alexander left Earth with the Platonians he was their equal, but this soon changed. He could gain their telepathic powers, but he prefers to leave the planet and make a new life for himself elsewhere.

Power play

The Platonians regard their powers as a form of strength, conferring upon them the right to do as they please. Parmen says: "Ours is the most democratic society conceivable. Anyone can, at any moment, be or do anything he wishes, even becoming ruler of Platonius, if his mind is strong enough. Our justice is the will of the stronger mind."

But to many people, there are more important things than the hedonism of the arrogant Platonians. They may live in paradise, but through self-indulgence they lost their humanity long ago.



Forced kiss

The cruel and selfish Platonians use their telekinetic abilities to hold the Starfleet visitors captive, and to force them to perform for their captors' amusement. Two of the ENTERPRISE party, Captain Kirk and Lt. Uhuru, are forced into a romantic embrace.



IDLE PLEASURES

Mind games

The telekinetic powers of the Platonians mean that they scarcely need to move, let alone work. They enjoy music and drama, though even in recreation they incline toward the cerebral, and play chess on a giant board marked out on the floor. Though the huge stone pieces may be moved telekinetically, Alexander is often forced to carry them. Continued use of such highly-developed mental powers is likely to have atrophied their musculature; they may be physically weak, and they have no resistance to illness. After their arrival on Platonius they do not have any need for physicians until Parmen scratches his leg and develops a massive infection.

Clearly, when living on Sahndara the Platonians were advanced enough to be



▶ The Platonians like to relax by playing chess on a giant board with lifesized pieces that can be moved using their telekinetic powers – or by Alexander.

capable of interstellar travel, yet there is no sign of machinery on Platonius by 2268. The combination of their telekinetic abilities and their preferred lifestyle has



▶ The Platonians' power cannot solve every problem. When Parmen's leg becomes infected, they find themselves in need of outside help.

rendered most technology obsolete. There is no sign that they have tried to develop their knowledge of any of the sciences since they left their homeworld.



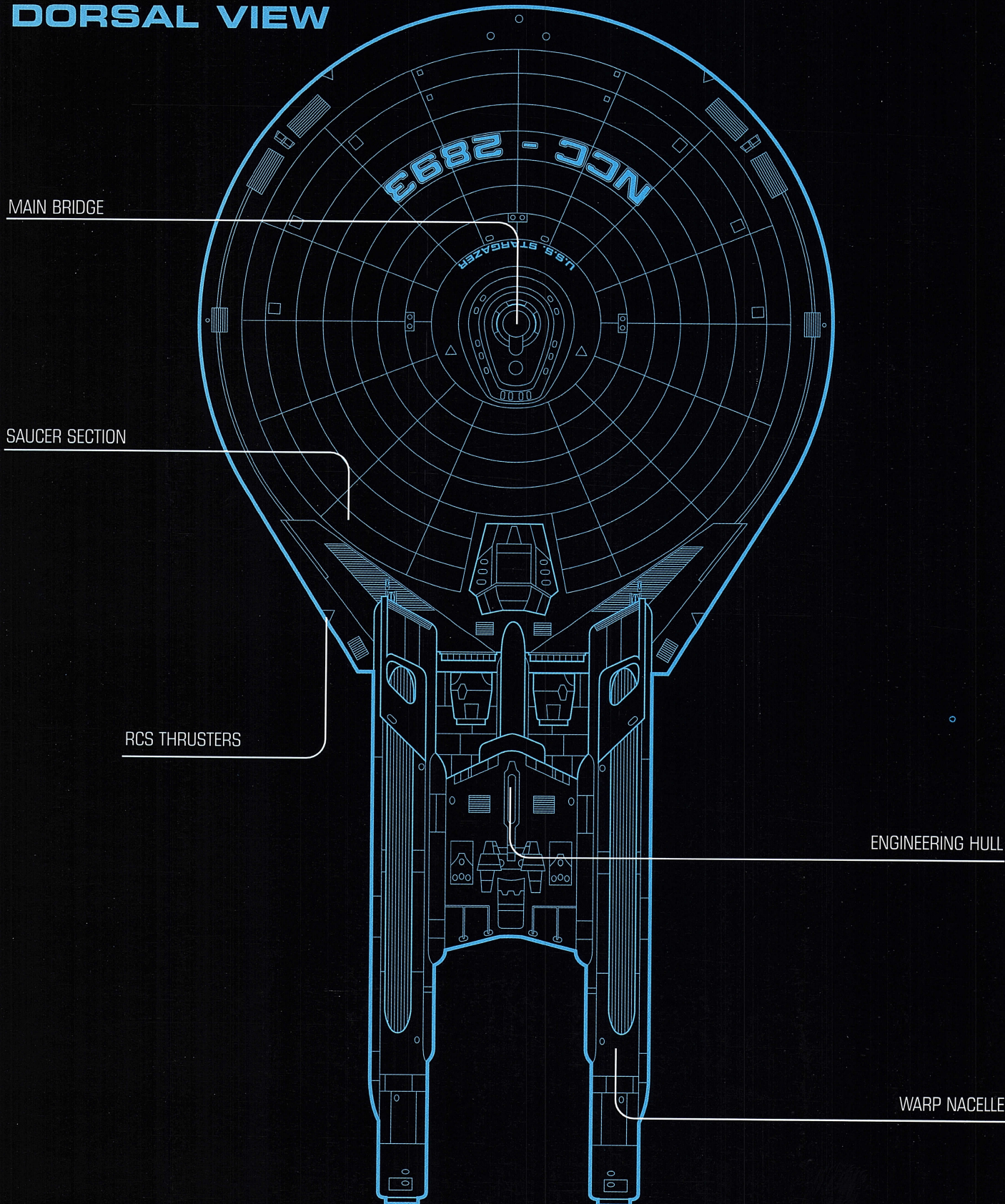
FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
CONSTELLATION-CLASS STARSHIP

REGISTRATION No:
NCC-2893

NAME:
U.S.S. STARGAZER

DORSAL VIEW



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

CONSTELLATION-CLASS STARSHIP

REGISTRATION No:

NCC-2893

NAME:

U.S.S. STARGAZER

Before Captain Jean-Luc Picard takes command of the *U.S.S. Enterprise NCC-1701-D*, he spends many years aboard the *U.S.S. Stargazer*, gaining a wealth of experience that will serve him well in later years.

The *U.S.S. Stargazer NCC-2893* is a **Constellation-class** starship; its mission is deep space exploration. The *Stargazer* is only slightly shorter than a **Constitution-class** vessel and, like all ships in its class, it has four warp nacelles and no secondary or engineering hull. Two warp nacelles are mounted on a pylon above the command saucer, the other two on a pylon below. The starship is equipped with both **phasers** and **photon torpedoes**, and can travel at speeds up to at least **warp 9**.

The bridge displays the usual **Starfleet** configuration, with the captain's chair in the center. Two duty stations are in front of the captain; navigation is front right of the captain's position, helm is to the left. Personnel stand while on duty at stations around the perimeter bulkhead, which is supported by dark, heavy buttresses. A dedication plaque is on the wall to the left of the turbolift, just before tactical. One unusual feature of the bridge is that all duty stations are clearly identified with signage.

Colorful history

In 2333, **Jean-Luc Picard** takes command of the *U.S.S. Stargazer* after her previous captain is killed. He is just 28 years old at the time, making him the youngest captain in the fleet. The *Stargazer* remains under Picard's command for the next 22 years.

The *Stargazer's* history is one that reflects that of many Starfleet ships, consisting mainly of exploration and encounters with other races,

for instance the **Chalnoth** of the planet **Chalna**, which the ship visits in 2354. Sadly, not all of these encounters are friendly; on one occasion, while exploring **Sector 21503**, the *Stargazer* is forced to flee from a **Cardassian** warship.

As happens all too often to Starfleet vessels, the end of the *Stargazer's* service is the result of violence. In 2355, the *Stargazer* is traveling at **warp 2** through the **Maxia Zeta** system when an unidentified ship, later learned to be **Ferengi**, rises from a deep moon crater and fires twice from close range. With the *Stargazer's* shields failing, Picard improvises, employing what has come to be known as the **Picard Maneuver**: using his warp drive with pinpoint accuracy, he causes the *Stargazer* to appear briefly to be in two places at once. This maneuver allows the **Federation** ship to use six **photon torpedoes** to destroy the unidentified attacker, but at a high cost to herself: the *Stargazer* is badly damaged, the bridge is on fire, and Picard orders all hands to abandon ship. The crew, in Picard's own words, have to "limp through space in shuttlecraft for weeks" before they reach safety.

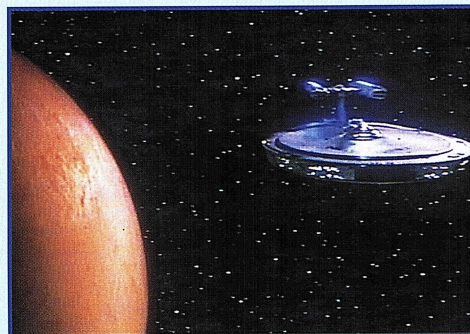
As is standard procedure following the loss of a starship, Picard is court-martialed. The prosecuting attorney in the case is **Phillipa Louvois**, with whom Picard had previously enjoyed an affair. Picard's court-martial does not end in a conviction.

Aftermath

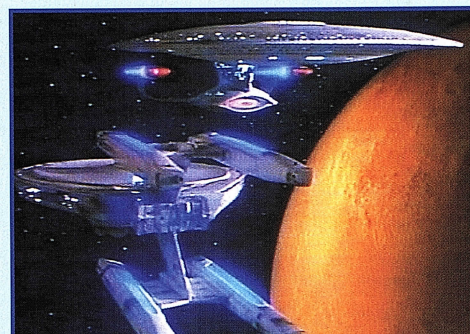
This is not, as might be expected, the end of the *Stargazer's* story. On **Stardate 41723.9**, nine years after the **Battle of Maxia**, Ferengi **DaiMon Bok** meets Picard in the **Xendi Sabu** system and presents him with the hulk of the *Stargazer* as, he claims, an act of friendship. Bok claims to have found it adrift in space on the far side of the Xendi Sabu system.

Commander Data of Picard's current ship, the *U.S.S. Enterprise NCC-1701-D*, finds a *Stargazer* log entry that seems to suggest that the ship Picard fired upon did not attack first, but was under a flag of truce. The fire on the bridge of the *Stargazer* was supposedly caused by an accident in Engineering. Though Picard knows the log is false, it still leads him to question whether he did the right thing nine years earlier at Maxia. Using their technical expertise, Data and **Chief Engineer La Forge** prove that the log is a fake, created by DaiMon Bok in an act of revenge; the commander of the destroyed Ferengi vessel was his only son.

Responding to Picard's request, a Starfleet tug meets with the *Enterprise* and tows the *Stargazer* to **Xendi Starbase Nine**. Finally, the *Stargazer's* tale is over.



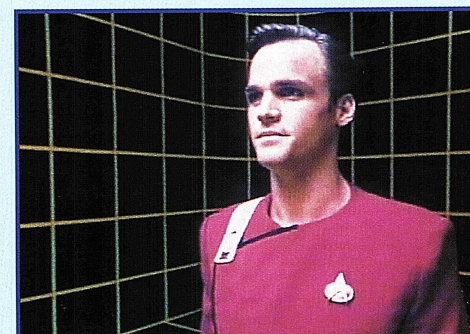
The U.S.S. STARGAZER has a long and distinguished Starfleet service until its career ends in tragedy. The ship is damaged beyond repair in 2355.



Years after Captain Picard is forced to abandon the badly damaged **STARGAZER**, he is presented with the ship's remains by a revenge-seeking Ferengi.



The bridge of the **STARGAZER** is more compact than that of many other Starfleet vessels. Fire damage from its last encounter can still be seen on the walls.



Jack Crusher, husband of Beverly and father of Wesley, serves on the *U.S.S. STARGAZER* for many years. Sadly, he is lost in the line of duty in 2354.



Phillipa Louvois is the prosecuting attorney in Captain Jean-Luc Picard's routine court-martial following the loss of the **STARGAZER**.



Klingon Bird-of-Prey: Quarters and Mess Hall

The bare metal and spartan interior of a Klingon ship are worlds apart from the often luxurious living conditions found on Federation vessels. But this is not a concession to space or economy; the Klingons neither want nor enjoy comfort.

These small fighter ships, used by the **Klingon Defense Force**, are equipped with a **warp drive**, **photon torpedo** bays, **phasers**, and a cloaking device. The ship is capable of atmospheric entry and landing. At least two classes of this ship have been in use since 2286; the **B'rel**-class ships have a crew complement of a dozen officers and men, while the **K'Vort**-class carries a crew of about twice that number. The exteriors and interiors of the ship differ little, however: one is simply an expanded version of the other.

Seek and destroy

Essentially, the *Klingon Bird-of-Prey* has one purpose: to seek out and destroy the enemies of the **Klingon Empire**. This purpose manifests itself in every design element of the ship itself, leaving little room for comfort or aesthetics; neither has any value to a true Klingon warrior.

Understandably, life aboard a *Klingon Bird-of-Prey* is quite different from that aboard a **United Federation of Planets** starship. Life on board ship can be likened to roughing it on **Kang's Summit** on the Klingon homeworld – a forsaken patch of ground, desolate and dangerous, where survival belongs to the fittest. It is much the

same on a Klingon vessel. The Klingon warrior philosophy forms the underlying structure for the design of the starships of this robust and violent race, particularly in respect to the *Bird-of-Prey*.

Federation starships are primarily research and exploration vessels, but the *Klingon Bird-of-Prey* is intended to be a combat vessel. On a Federation starship, such as the **U.S.S. Enterprise NCC-1701-E**, the crew quarters and living conditions are designed to be comfortable and inviting. The recreation and dining areas are there to keep the crew in good spirits and to allow them to relax and unwind. A long mission aboard a **Starfleet** ship is not meant to be an easy and luxurious holiday, but the interior design of the living areas tries to create a tranquil atmosphere when the crew are off duty; ships are intended to be a home away from home.

On a *Klingon Bird-of-Prey*, the crew's comfort is not something that occupied the mind of the ship's designer, although, as on a Federation ship, this reflects the conditions favored in the race's planetside living quarters. The first thing you notice when boarding a *Klingon Bird-of-Prey* is the seeming lack of light. A murky, almost surreal amber glow is the normal level of illumination aboard a Klingon ship; if the light aboard a



▲ Eating and drinking is an important part of Klingon culture. The crew of a **KLINGON BIRD-OF-PREY** are encouraged to dine together in large mess halls, where they sit around a single, long table. Talk often turns to previous battles.



▲ As with all areas of the ship, lighting is kept to a minimum. This is not intended to create an intimate atmosphere, as might be the case on the ships of other races; it is simply the way Klingons like their environment.



▲ The central dining table is long and thin. Klingons sit along each side, facing one another, and food is placed between them in gray metal dishes. Unlike on Federation ships, drink flows freely, even in the middle of an important mission.

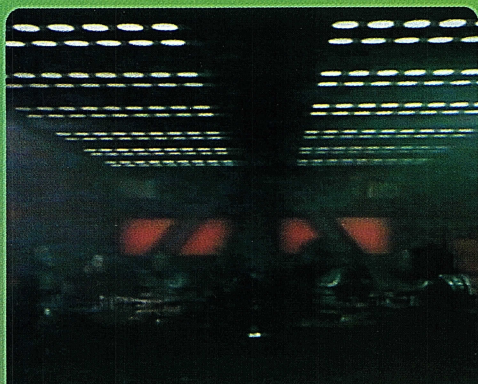


▲ Perhaps unsurprisingly, the Klingon mess hall, like every other area of the ship, can easily become a makeshift boxing ring when passions run high. It may be the Klingon tendency to fight that encourages all furniture and fittings to be solid and sturdy, minimizing the amount of damage likely to be caused by the inevitable brawls.





Klingon Bird of Prey: quarters and Mess Hall



▲ **The normal level of lighting in all areas of a Klingon ship is a dull amber glow, little brighter than a natural twilight. The dark metal of the walls does nothing to lighten this murky atmosphere.**

Federation ship is bright daylight, that on a Klingon ship is continual twilight. Again, this is a reflection of the conditions found in many ground-based facilities.

Crew quarters

From the captain's quarters to that of the lowest crew member, the personal living spaces on a *Klingon Bird-of-Prey* share one thing in common: to human sensibilities, they are incredibly uncomfortable. In general, it seems to be the Klingon philosophy that being too comfortable is somehow unworthy, and their starships are designed to carry this notion to the extreme in both their public and private quarters.

In the dim Klingon lighting, the crew quarters appear stark, almost naked in their absence of decor. The primary piece of furniture is the bed, a frame of steel with a rough mesh wire that masquerades as a mattress. These steel hammocks are often well worn with use; it is not unusual to find yourself awakening in the middle of the night to discover a broken wire poking you in an inappropriate place.

There is a plain table in most crew quarters, plus something resembling a chair. Quarters are usually occupied by one or two warriors, but rarely more. The rooms are small and confining. They are intended for sleeping in when the crew is off duty, but for virtually nothing else. Klingon poetry might be read while listening to Klingon opera played at an ear-splitting level in the background – fortunately, the crew quarters do have reasonable soundproofing – but the quarters are not intended to be used for any other form of recreation or relaxation.

Mess hall

By contrast, the crew's mess hall on a *Klingon Bird-of-Prey* is more than just a place to eat. It is also the gathering place where the crew can interact, share stories, and let off steam. And Klingons usually have a lot of steam to let off.

A long rectangular table dominates the mess hall, and can seat up to a dozen people at a time. Where you sit at the table is not decided by random choice, but is designated by your rank and position within the crew.

Often, when a new crew member comes aboard an older warrior will deliberately provoke

the newcomer by taking his or her chair at the mess table. The new arrival will reveal their grit by the manner in which they claim their rightful place. Asking nicely just won't do with a Klingon; the proper procedure, as **Jadzia Dax** so aptly demonstrated when temporarily assigned to a *Klingon Bird-of-Prey* as science officer, is to grab the interloper, yank him off his seat, and 'convince' him that he is in the wrong place at the wrong time.

The mood inside a Klingon mess hall does not resemble an old country kitchen table and one big happy family; it is more akin to a rundown boarding house that might be found on a backwater planet. While the people on each side of you might seem friendly, even smiling, you must always be alert for the proverbial knife in the back. Though, in the case of a Klingon, it will usually be a blow that you can see coming.

Food and drink

Food in a Klingon mess hall is normally replicated, though a Federation guest might wonder why anyone would bother to replicate something that could probably be found growing in the waste disposal system.

Klingons prefer their meals to be lightly cooked – if cooked at all – so that the true texture of the ingredients can be more fully appreciated. A meal brought to the table while



▲ **When Worf decides to move his permanent quarters from DEEP SPACE NINE to the U.S.S. DEFIANT, he removes the bunk's mattress, making conditions more like those found on Klingon ships.**

still alive always meets with great approval from crew members. Of course, any Klingon dish is best appreciated when washed down with an ample supply of bloodwine; alcohol flows freely on a *Klingon Bird-of-Prey*.

From the mess hall to their personal quarters, the life of a Klingon assigned to a *Bird-of-Prey* is anything but a bed of roses. But then, that was never the intention.

A GOOD NIGHT'S SLEEP

Making the best of a bad lot

Conditions on a Klingon ship are light years away from those on the U.S.S. *Enterprise NCC-1701-D*, so when Captain Picard and Lt. Commander Data travel to Romulus on a *Bird-of-Prey* they find that, by Starfleet standards, the sleeping quarters leave a lot to be desired.

On the *Enterprise*, Picard enjoys a large suite, with a wide and comfortable bed, a private desk and working area, comfortable chairs, and an extensive dining area where he can entertain guests. On the *Bird-of-Prey*, he is offered little more than a metal box, unadorned, dark, and lacking in any concessions to comfort. The bed does not even have a mattress or blanket, nor is there a

personal replicator or even any obvious washing facilities.

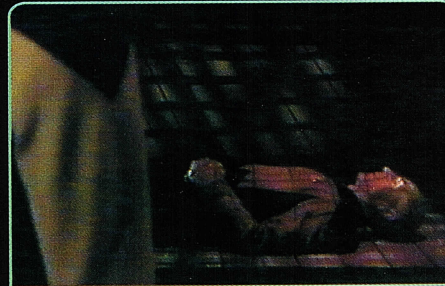
But this is probably as luxurious as crew quarters aboard a Klingon ship ever get; the quarters Picard is offered are by no means intended as an insult. As

with every other aspect of Klingon life, sleep is just another chance to prove how tough you are; if you can survive a night on a Klingon bunk, you can survive most other hardships the Galaxy may throw at you.

▶ **The Klingon who escorts Picard to his quarters half expects him to complain about the lack of comfort, but Picard knows that such a response would be seen as weakness.**



▲ **This is as comfortable as Klingon beds get, so Captain Picard has no choice but to sleep here. Data does not need to sleep, and so is content to stand up all night.**



▲ **It is difficult to get comfortable in such unfamiliar surroundings, and the light streaming through the mesh does not help. Klingons are used to these conditions, but humans are not.**

Modifications to the EMH program

Since the deaths of the entire medical team of the *U.S.S. Voyager NCC-74656*, the EMH has been the only medical help available to the stranded crew. Extensive modifications allow it to function far beyond its original programming.

The **Emergency Medical Hologram (EMH)** program is intended as a short term supplement to normal **Starfleet** medical personnel in emergency situations; it is not designed to be a starship's only long-term medical resource, as it has become on the *U.S.S. Voyager NCC-74656*.

Required to operate in a long term capacity as sole medical officer on board, *Voyager's* EMH program is constantly challenged to overcome the limitations of its original programming. The EMH has an adaptive matrix and is designed to grow in much the same way as a human being. Modifications are added as and when necessary, enabling the EMH to maximize its performance

under these difficult circumstances. In addition, as its 'personality' grows, this EMH program has, on occasion, modified its own programming in order to improve overall operation and increase its understanding of the living beings it treats.

Self determination

One of the first modifications comes when **Captain Janeway** gives the EMH control of his own deactivation sequence. As a sentient being of sorts, he finds it frustrating that some members of the crew treat him like any other inanimate computer program. Granting the **Doctor** the ability to control his own 'on/off switch' affords him a new level of independence, and also prevents him from being

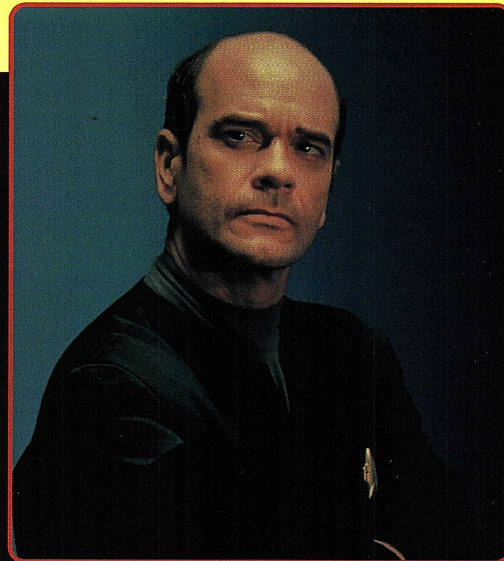
Modifications to the EMH

STARDATE 48315.6: EMH activated aboard the *U.S.S. Voyager*

STARDATE 48579.4: Program modified to allow autonomous activation and deactivation of program.

STARDATE 48693.2: EMH projected into another holographic environment, the holodeck, for the first time.

THE PAST — 1996: Henry Starling provides portable holomitter, allowing projection in any environment, on or off the ship.



▲ From the moment he is first activated, the EMH of the *U.S.S. VOYAGER* is expected to perform well beyond the original parameters of his programming. Since then, many further modifications have been made.

"... I can begin my new career as a tricorder."

— The Doctor

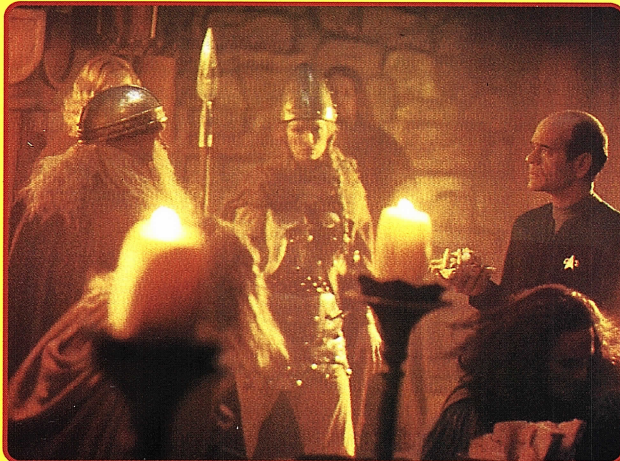
stuck with nothing to do when forgetful crew members leave sickbay without deactivating the program. In turn, this newfound autonomy helps others to see the Doctor as a person rather than just a program.

The EMH is intended for use only in sickbay, but he is also able to manifest in any area where holographic projectors are in place. This is achieved by modifying the Doctor's data stream protocols, although during early attempts he appears

only at a tiny size.

The Doctor's first foray outside of sickbay sees him undertake an away mission to *Voyager's* **holodeck**, where several members of the crew have disappeared. Once there, he makes contact with a **photonic**

HOLODECK ADVENTURE



★ Holodeck adventures

One of the Doctor's first adventures out of sickbay takes place in a holodeck recreation of the legend of *Beowulf*. When his crewmates are transformed into energy and become trapped in the program, he is sent in to rescue them. As he is composed of energy, he cannot be harmed.

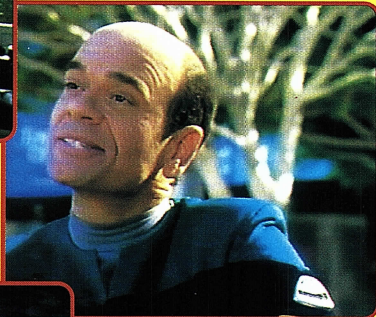


★ Freedom to move

Henry Starling provides a small, portable holomitter. This device, worn on the Doctor's arm, allows him to move around freely — on or off the ship.

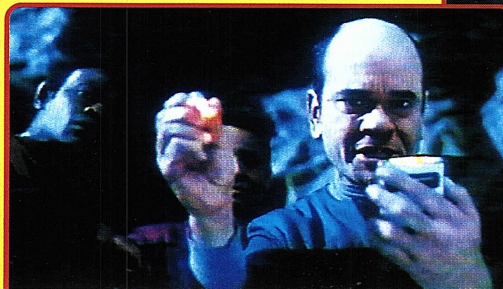
★ Kidnapped!

When the *U.S.S. VOYAGER* travels into the past, enterprising businessman Henry Starling downloads the EMH program and reloads it to run in his office.

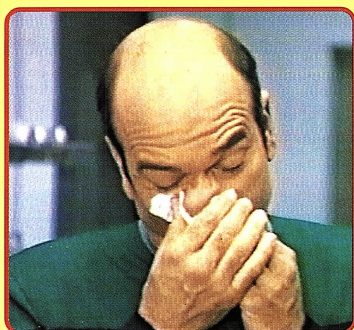


★ In trouble

Now that the Doctor is able to leave the ship, he often finds himself in as much trouble or outright danger as any away team member, but he enjoys the freedom.



Modifications to the EMH program



Sickness

When the Doctor is accused of having no empathy with his patients, he decides to find out what it is like to be ill.

being and successfully negotiates the release of the missing *Voyager* crew members. Captain Janeway awards him a special commendation for his efforts, and the Doctor has taken his first step on the road to more drastic modifications which will vastly improve his mobility and allow him to develop further. The installation of holographic projection equipment throughout the ship soon allows the Doctor to appear in many other key areas.

One negative side effect of being designed only for short term use is that any extended period of operation increases the chance that the EMH program will become corrupted. Under normal

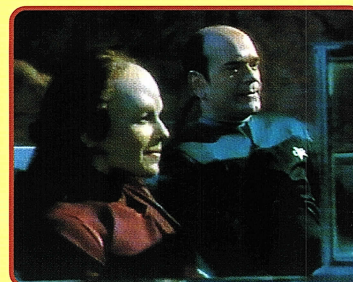
conditions, Starfleet technical support staff could alleviate the problem during a scheduled maintenance layover at virtually any starbase but, due to *Voyager's* remote location, such extensive maintenance is not possible.

Problems arise

After two years of intensive use and many subroutine modifications, the Doctor begins to show signs of marked memory degradation. It is discovered that the EMH program is suffering a cascade failure, a progressive disorder which is causing a level 4 memory fragmentation. This is first thought to be treatable only by a complete reinitialization of the EMH program, a procedure that would effectively delete all the Doctor's experiences and personal growth since he was brought on line. **Lt. B'Elanna Torres** discovers an alternative when she runs a diagnostic program based on **Dr. Lewis Zimmerman**, the man who created the EMH program and upon whom *Voyager's* Doctor is patterned both physically and intellectually. By employing an experimental and risky procedure, the diagnostic program's matrix is layered onto the Doctor's failing program, creating a circuitry 'graft' which restores the EMH to full working order.

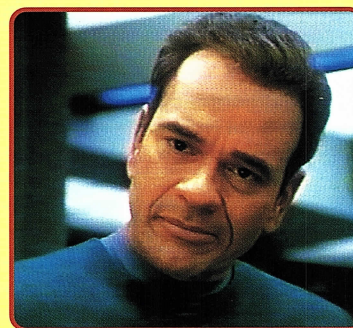
In another attempt to expand his personal growth potential, the Doctor incorporates several different historical personalities into his program, with disastrous results. From various holodeck simulations, he downloads behavioral subroutines based on character traits from dozens of different luminaries, including Socrates, da Vinci, Lord Byron, **T'Pol of Vulcan**, and Madame Curie. But the linkages between the various disparate personality subroutines create a dangerous instability. The 'dark threads' of these powerful personalities begin to assert control over the EMH program, in essence creating a new personality which incorporates the negative aspects of all the famous figures. Luckily, B'Elanna Torres is able to eventually delete the aberrant subroutines. This failed attempt at self-improvement does not, however, lessen the Doctor's desire to push the limits of his holographic existence.

One of the most important and far-reaching modifications to the EMH occurs during *Voyager's* visit to late 20th-century Earth. Utilizing advanced technology culled from a crashed 29th-century Starfleet timeship, a small, wearable device is acquired which allows the EMH to manifest anywhere he desires. This autonomous, self-sustaining,



Romance

Some changes seem to happen over the course of time without deliberate reprogramming, such as the ability to fall in love.



To top it off

In an alternate future experienced by Kes, the Doctor has chosen to make a big change to his physical appearance: hair.

mobile holographic emitter allows him complete freedom of movement. The Doctor is finally able to explore physical locations on and off the ship as well as to observe and participate in activities which will aid him in his personal journey to enlightenment.

Due to the frequency and unpredictable results of EMH modifications, Lt. Torres performs regular checkups on the Doctor's program. By keeping close watch on his various subroutines, it is hoped that he can continue to grow and progress as a sentient being without the development of dangerous instabilities. As time goes by, the disadvantages of having only a holographic doctor are gradually disappearing.



Historical figures

To expand his personality, the Doctor adds elements from famous historical figures to his program. He also 'inherits' their less desirable character traits.

LEARNING EMPATHY

Family fun

Conversations with several crew members convince the Doctor that a family is important to the healthy development of biological beings, and so he decides to create a holographic wife and children. However, the Doctor's vision of the perfect nuclear family is far too good to be true, and so B'Elanna Torres modifies the program to more accurately reflect the nature of family life.

Due to B'Elanna's adjustment, the Doctor's emotional involvement becomes much more challenging, and when his 'daughter' is seriously injured he chooses to end the program rather than deal with the inevitable tragic outcome. But ultimately he finds he must return and see it through, realizing that personal loss and grief is an important part of experience.



Family at dinner

The Doctor's idea of what family life is like is not very realistic. His beautiful wife is an excellent cook, and his well-behaved children are more interested in their schoolwork than in playing games.



Tragic ending

The Doctor's daughter is badly injured, and nothing can be done to save her. This will teach the Doctor about loss - an emotion that everyone aboard the U.S.S. VOYAGER has experienced.

Father does not approve

When B'Elanna reprograms the family to be more realistic, the Doctor finds that his son's rowdy Klingon friends are not to his liking. He would prefer quieter Vulcan pals.





FILE 43 STARFLEET PERSONNEL

Dr. Leah Brahms

Dr. Leah Brahms is more at home with starship engines than in the company of other people. But on an inspection tour of the *U.S.S. Enterprise NCC-1701-D*, she discovers that practical experience is very different to theory.

Dr. Leah Brahms is a graduate of the **Daystrom Institute Theoretical Propulsion Group**, specializing in the propulsion design of *Galaxy*-class starships. While still a junior member of **Team 7**, she makes major contributions to the design of the *U.S.S. Enterprise NCC-1701-D*'s propulsion system, working largely in Drafting Room 5 of the **Utopia Planitia Fleet Yards** on Mars.

On **Outpost Seran T-1**, on **Stardate 40052**, Brahms is the sole designer of the *Enterprise*'s **dilithium crystal** chamber. She has since been promoted to Senior Design Engineer of the Theoretical Propulsion Group and has debated at the intergalactic caucus held on **Chia VII**.

Brahms' original technical specifications and theoretical propulsion logs remain accessible on board ships such as the

Enterprise as a computer generated simulated voice program, as does a holodeck program of a prototype schematic of the propulsion system during its development stage.

Leah is a brilliant scientist, completely assured as to the high standard of her work, but this confidence doesn't carry over to her personal interactions. People often find her cold, cerebral, and lacking in humor.

Putting work first

Leah admits to feeling more comfortable with engine schematics than people. She has, however, overcome her social awkwardness and let her defenses drop at least once, since she is married. She receives regular transmissions from her husband when their work separates them. A rare indulgence is cooking; she professes to concoct a mean **Fungilli**.

PROFILE ON DR. LEAH BRAHMS

NAME: Dr. Leah Brahms

RACE: Human female

MARITAL STATUS: Married

RANK: Senior Design Engineer

EDUCATION: The Daystrom Institute

BASED AT: Drafting Room 5, Utopia Planitia Fleet Yards, Mars.

NOTABLE WORK: Designer of the warp engines on *Galaxy*-class starships.

FIRST SEEN: Holographic simulation: 'Booby Trap' [TNG]; real Leah Brahms: 'Galaxy's Child' [TNG]



▲ *Dr. Leah Brahms is a skilled engineer, but she is not always modest about her achievements, nor ready to accept suggestions for improvements from others.*

Leah is unyielding in her outlook because she cares so much about her work. She forms sentimental attachments to each of her propulsion units, and sees them as her 'children'. She knows her designs inside and out, and is able to notice even moderate

adjustments to their acoustic signatures.

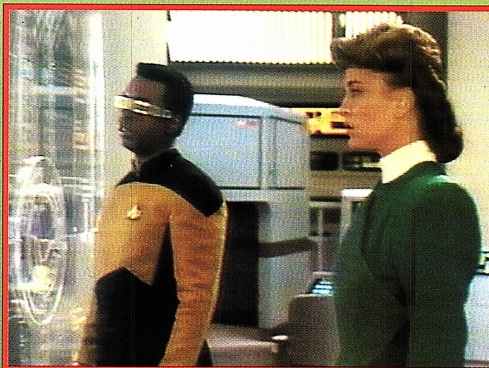
Although technically adept, Leah's experience is on the theoretical side, and she has rarely observed her designs in operation. Given the opportunity to view modifications carried out by **Chief Engineer Geordi La Forge** aboard the *Enterprise* on **Stardate**

44614.6, she arrives on the inspection tour with preconceptions, and her attitude is belligerent. She accuses La Forge of fouling up her designs, leading to an initially fractious working relationship. Brahms considers her creations to be in perfect working order and resents any modifications. Certain of

ENGINEERING INSPIRATION



▲ *The holodeck is able to recreate an exact image of Dr. Brahms, providing Geordi with the best possible person with whom to discuss his ideas.*

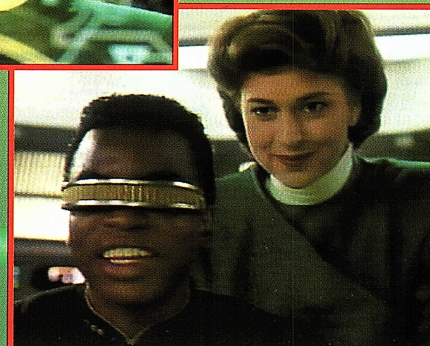


▲ *Geordi must find a way to save the U.S.S. ENTERPRISE from a booby trap. The hologram of Dr. Brahms knows more about the ENTERPRISE's propulsion than anyone else aboard the ship, apart from Geordi himself.*



► *Together, Geordi and the holo-Leah are able to save the ENTERPRISE. But Geordi has been so impressed with Leah that his interest in her has moved beyond the professional.*

◀ *The holographic version of Dr. Brahms is able to provide valuable input and suggest possible solutions to the dilemma which Geordi may not have discovered on his own.*





Dr. Leah Brahms

"Every time you look at this engine, you're looking at me. Every time you touch it, it's me." — Holographic Dr. Brahms

the merit of her work, she is unwilling to concede that practical experience may cause her designs to require adjustments to permit greater flexibility in a working environment.

Accepting change

Despite her misgivings, she can't help but be impressed at the breadth of Geordi's variations, noting that his reorienting of the dilithium crystal is a progression scheduled for integration into the next grade of starship. She is particularly taken with a midrange **phase adjuster** that will enable plasma to be restored to phase following distortion. This is something not even conceived by

the Starfleet designers, and she suggests that Geordi writes a scientific paper on the device.

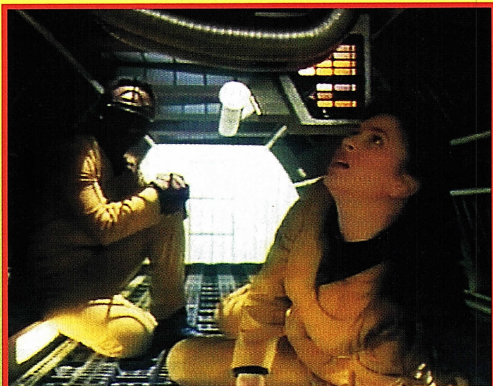
Brahms' attitude towards La Forge deteriorates, however, on discovering that she has been the subject of a computer generated holographic simulation still stored in the *Enterprise's* **holodeck 3** computer memory. The program was constructed at Geordi's behest by melding her personality traits with personal information. Leah is not impressed with the manner in which her simulation comports itself, particularly in the way 'she' flirts with Geordi. In reality, Leah is very decorous in her behavior, to the point of believing it improper to be dining with Geordi in his

▶ **Dr. Leah Brahms and Geordi finally meet in person when she comes aboard the U.S.S. ENTERPRISE on an inspection tour. To Geordi's disappointment, Leah is nothing like she appears to be on the holodeck. His dream of romance with one of Starfleet's most brilliant engineers is dashed.**



◀ **Leah Brahms is horrified that Geordi has made so many alterations to her designs. She is not appeased when Geordi explains that his modifications have adapted the original designs in order to increase the efficiency of the ship during missions.**

▶ **When the ENTERPRISE is in danger from an infant spaceborne life form, Dr. Brahms and Geordi put their differences aside to devise a plan to save the ship. Engineering is their passion as well as their career, and, by working together, the two engineers learn that they have more in common than they at first believed.**



quarters. She considers the construction of a computer simulation based on her a violation and an invasion, and is initially unwilling to hear the explanation for the scenario.

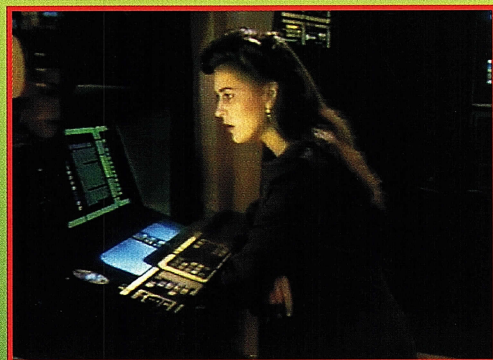
In fact, the computer simulation of her personality has been of great assistance; Geordi originally activated the program when searching for a way to free the *Enterprise* from a centuries-old space trap constructed by an ancient and long deceased race called the **Menthars**.

New problems

By this time, Brahms' inspection tour has become something much more significant, and there is little time to get angry with Geordi. She is called upon to assist the chief engineer and the crew in solving a crisis caused by the offspring of a spaceborne life form. The infant life form attaches itself to the *Enterprise* and drains power from

the ship's engines to survive. Helping to resolve the situation provides Dr. Brahms with an opportunity to see just how much the reality of a working starship differs from her static models in the lab; out in space, constant innovation is necessary and a quick response important.

The experience teaches her to appreciate La Forge's engine modifications and his obvious skill. Her new insight opens the door to a friendship between the two, based on mutual respect and shared interests. Once her guard is down and she feels comfortable with La Forge, Dr. Brahms is a warm person who is quick to laugh. In fact, she teases Geordi about his expression when he finds her in his holoprogram and she laughs at her own shocked reaction. As Brahms is married, their relationship is unlikely to move beyond friendship, but she appears happy to have even this.



◀ **During her time aboard the ENTERPRISE, Dr. Brahms comes to appreciate the differences between theory and Geordi's job as engineer aboard a working starship. In space, engineering is not like the textbooks she is used to; it has to be adaptable to cope with the task at hand.**

A COZY LITTLE LUNCH



◀ **Dr. Brahms accepts an invitation from Geordi, believing it will be an opportunity to start their new professional relationship. But her host has different intentions; the lights are dimmed, and music is playing. It is not what she expected.**



▶ **When Dr. Brahms realizes her host's intentions, she feels that this cozy, informal lunch is quite inappropriate, especially as she is married.**

Possibilities for romance

Leah Brahms has made it clear that she is not interested in romance with Geordi but, in an alternate timeline shown by **Q**, the two marry. They move to **Rigel III** and have three children, **Bret**, **Illandra**, and **Sydney**. In this alternate future, Bret applies to **Starfleet Academy** in 2394 and Dr. Brahms becomes the director of the Daystrom Institute. Even in a future that may never happen, the major element in her life is her highly successful career.

The Science of Genetics

Genetics is a very precise science, but most of the mechanics behind it are now understood, allowing scientists across the Galaxy to manipulate the genetic codes of individuals and entire races. Unfortunately, this can be a curse as well as an advantage.

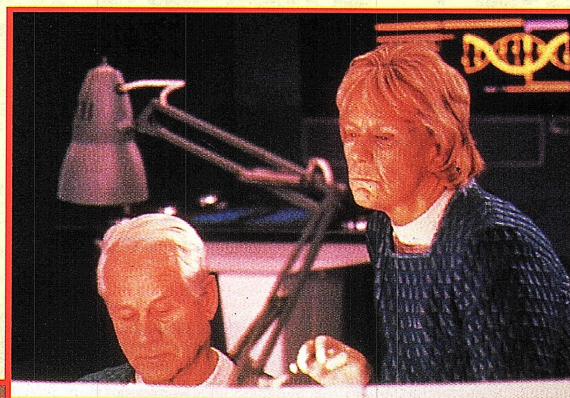
Deoxyribonucleic acid, or DNA, is a complex chemical chain; it contains the unique genetic building blocks that shape the characteristics of an individual. Alterations to these genes, by natural or artificial means, create deviations and mutations in an individual or even an entire species, leading to diversity and adaptability. Ultimately, these changes drive evolution forward.

It has long been postulated that the humanoid life in our Galaxy stems from one source. Certainly the similarities in genetic coding found in the majority of humanoid species of the **Alpha** and **Beta**

▶ The United Federation of Planets carries out genetic research in a number of locations, including the Darwin Station on Gagarin IV.

Quadrants seems to point to this 'progenitor' hypothesis. It is believed that this progenitor species lived in our Galaxy approximately four billion years ago and, during that time, 'seeded' the oceans of many **Class-M** planets with the genetic material that would eventually give rise to a wide variety of humanoid life. In 2369,

▶ When six-year-old Julian Bashir started to fall behind with his schoolwork, his father arranged for him to undergo illegal genetic treatment. Julian then grew up to be a genius.



▶ In the 2350s and 2360s, the Darwin Genetic Research Station is the site of an experiment to produce genetically superior children. The children are super-resistant to disease, but their advanced antibodies prove to be dangerous to non-enhanced humans.



▶ In 2370, an interon virus, created from a mutated synthetic T-cell, invades the DNA of the crew of the U.S.S. ENTERPRISE NCC-1701-D. This virus, later labeled Barclay's protomorphosis syndrome, rewrites the genetic codes of the crew and causes them to revert to earlier stages of evolution.



archeologist **Richard Galen** makes the startling discovery that when the DNA sequences of many humanoid species are assembled by protein-link compatibilities, this forms a computer program that displays a message of peace from a progenitor race.

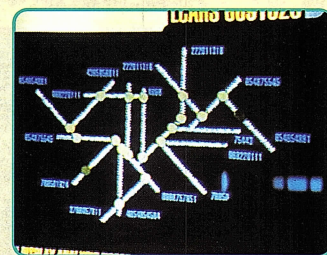
Further afield

In the **Delta Quadrant**, the similarities between the races continues. In 2373, **Voth** scientists discover that the remains of a **U.S.S. Voyager** crew member, found on **Hanon IV**, show remarkable genetic links to their own race. When the **Voyager** crew undertake their own study of the **Voth** they also find the 47 genetic markers that humans and the **Voth** have in common; this leads to the stunning conclusion that the **Voth** are descended from dinosaurs called **Hadrosaurs**, once found on Earth. **Captain Janeway** postulates that perhaps the **Hadrosaurs** didn't die off, but survived extinction, flourished, and left Earth to make a

new home in the **Delta Quadrant**.

The information stored in the genetic code of any species is the blueprint for that species' continued survival. When alterations are made to a species' or individual's genetic code sequences, the results can be varied and often unpredictable. Now that the science of genetics is largely understood, the knowledge can be manipulated for a variety of purposes — good or bad.

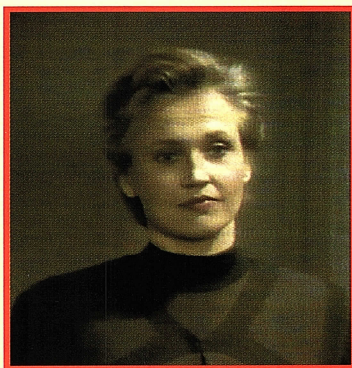
Some of humanity's earliest experiences with genetic engineering end in tragedy. In the early 1990s, a group of genetically engineered 'supermen', created through a complex selective breeding program some years earlier, attempt to seize control of Earth, resulting in what has become known as the **Eugenics Wars**. These 'supermen' gained control of more than 40 nations before internal struggles led to their downfall in 1996. Since then, such genetic enhancements have been illegal on Earth and all over the **United Federation of Planets**. These laws



▶ Research by eminent archeologist Professor Richard Galen points to a common genetic ancestor for all the humanoid species found across our Galaxy.



The Science of Genetics



▲ **Dr. Toby Russell has attempted to use genetic cloning for medical purposes: replacing damaged organs with new ones produced from the patient's own DNA.**

have now been in place for nearly 400 years, but since then many species and individuals have altered, or attempted to alter, their genetic makeup for various reasons, few of them altruistic.

Genetic technology has also been used more deliberately to create chaos and destruction. Metagenic weapons are a deadly means of genetic attack, designed to seek out and destroy any form of DNA; they are banned by treaty from use by the Federation, the **Ferengi Alliance** and the

Romulan Star Empire, among others. In 2369 it is believed that the **Cardassian Union** is developing a new form of metagenic weapon that can be carried on a theta-band **subspace** carrier wave but, thankfully, this information later proves to be false.

Cloning technology

The exact genetic makeup of an individual can be duplicated to create a new being from the genetic codes of another. This process, known as cloning, has been a hotly debated issue in many cultures for hundreds of years. While some have viewed cloning as a way to preserve and reproduce, others have seen it as a threat to individuality.

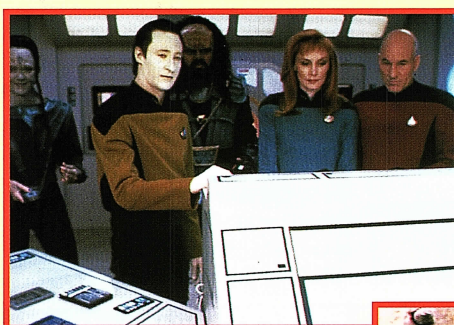
There have been many examples of both the benefits and pitfalls of this procedure. When human settlers on the planet **Mariposa** (named for their ship, the **S.S. Mariposa**) begin a program of selective cloning for reproduction in 2123, they fail to realize the dangers of replicative fading, which causes a loss of genetic coding information after generations of cloning. Threatened with extinction, the Mariposa

▶ **The S.S. MARIPOSA crashed, leaving only five survivors. These five ensure the survival of their colony by cloning themselves; this in turn becomes the normal way for their society to reproduce.**

▼ **Dr. Galen's research leads many of the races of the Alpha Quadrant to discover that they have all evolved from a single progenitor race.**



▼ **The shared genetic building blocks of the Galaxy may stretch far beyond the Alpha Quadrant. Several Delta Quadrant races share similar characteristics with those of the Alpha Quadrant, and follow similar patterns of evolution.**



colonists are forced, in 2365, to join with their distant 'cousins', the colonists on **Bringloid V**, in order to reintroduce new genetic codes into their society.

The **Klingon Empire** has been known to use genetic duplication to their benefit. In 2369, forces



THE DARK SIDE OF GENETICS

Destructive possibilities

As with any technology, genetic manipulation can be used for evil as well as for good. Genetic diseases can be used to murder individuals or ravage entire societies; metagenic weapons are so horrific that their use has been banned by most of the Galaxy's major powers. But perhaps the most deadly genetic weapon of all is the **Jem'Hadar**. These genetically-engineered soldiers, who live for nothing but battle, are born and bred to fight for the **Dominion**.



▶ **The Albino, a Klingon criminal, used a metagenic weapon to kill the firstborn children of his enemies Kang, Koloth, and Kor.**



▶ **Millennia ago, the Vidi'ians fell victim to the phage, a viral disease which, among other symptoms, destroys their genetic codes. They now harvest the organs of other races in order to survive.**

▶ **The Jem'Hadar are perhaps the pinnacle of genetic engineering. These soldiers of the Dominion are created to be the perfect fighting machine; a genetic dependency on the drug ketracel white keeps them under control.**

opposing the leadership of the **Klingon High Council** use 1,500-year-old genetic material from **Kahless the Unforgettable** to create a clone of this legendary Klingon. Although the cloned Kahless is eventually revealed as a scientific creation, he is nonetheless installed as the Emperor of the Klingon homeland.

Cloning an entire being can now be accomplished readily and successfully, but there has been only limited success in duplicating viable specific organs outside the body. Federation Medical Scientist **Dr. Toby Russell** has experienced the most success, specifically with her development of the **Genetronic Replicator**. This experimental device is designed to translate the genetic code of the patient into a specific set of replication instructions, in order to grow healthy replacements for damaged organs. Let us hope that as genetic research and experimentation continues, it is medical reasons such as this, not the mistaken motives of the past, that drive us forward.



'Starship Mine'

Trapped and alone on the *U.S.S. Enterprise NCC-1701-D*, Captain Picard must take on a group of criminals attempting to steal the ship's dangerously explosive trilitium resin ... before he is killed by a routine baryon sweep.

CAPTAIN'S LOG

STARDATE 46682.4

"The *ENTERPRISE* is docked at the REMMLER ARRAY, where it will undergo a routine procedure to eliminate accumulated baryon particles. In preparation for the sweep we are evacuating the ship."

Captain Jean-Luc Picard and many of his crew attend a reception at the **Arkaria Base**, where the *U.S.S. Enterprise NCC-1701-D* is to undergo a routine **baryon sweep**. Base commander **Calvin Hutchinson** is a crashing bore, and Picard eagerly returns to the *Enterprise* to collect his saddle to go horse riding.

The captain heads for the transporter room, but he is intercepted by a criminal named **Devor**. Picard hits Devor with his saddle, then renders him unconscious with a nerve pinch. But autoshutdown sequences have begun on the *Enterprise*, and Picard fails to transport back to Arkaria before the sweep begins. Trapped on the ship, he is soon captured by another criminal. He is taken to Engineering, to be interrogated by **Kelsey**, the group's leader. The criminals set up a diverter to protect them from the sweep, and begin to siphon **trilitium resin**, a highly explosive waste product produced by the *Enterprise's* engines.

Situation worsens

At the reception, **Orton**, the base administrator, suddenly fires at **La Forge** and Hutchinson; he is in league with the criminals. Hutchinson is killed instantly, and the *Enterprise* crew are taken hostage. **Dr. Crusher** tends to **Geordi**; he is stable, but in need of medical attention.

Picard destroys the criminals' diverter, then escapes from Engineering. Kelsey heads for **Ten-Forward**, the last place due to be swept, taking the trilitium with her. On the way, she recaptures Picard.

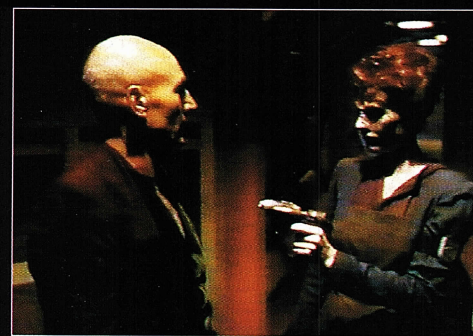
On Arkaria, Dr. Crusher uses Geordi's **VISOR** to set off a hypersonic burst; this renders everyone but **Data** unconscious.

Kelsey and Picard reach Ten-Forward. As the sweep begins to pass through the bar, Picard and Kelsey fight over the resin. Kelsey beams off the ship; Picard immediately contacts Data at the Arkaria Base and urges him to halt the sweep. After doing so, Data tells the captain an unidentified scout ship has just left the *Enterprise*, and Picard watches ... as the trilitium on board the vessel causes it to explode.

ON SCREEN...



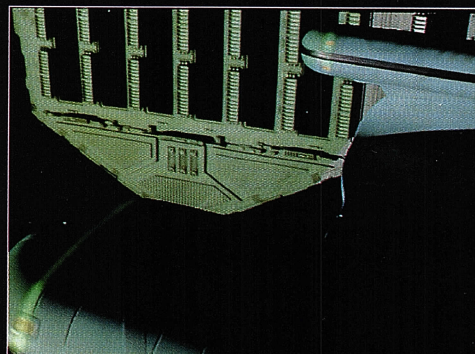
1 The *U.S.S. ENTERPRISE* has arrived at Arkaria Base for a routine baryon sweep, but the crew are finding the company of Commander Hutchinson something of a strain. Most do their best to avoid him.



2 Captain Picard returns to the *ENTERPRISE* to pick up his riding gear, but he gets a nasty shock when, on his way back to the transporter room, he is attacked by unauthorized intruders.



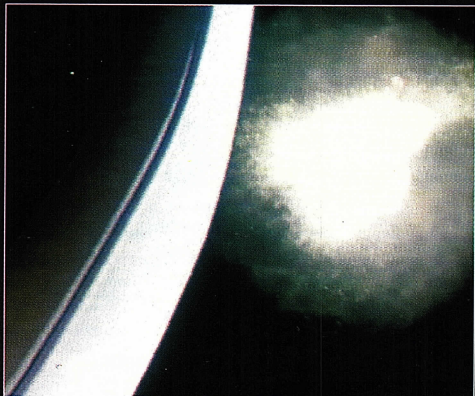
3 Foul play is afoot on the surface of Arkaria, too: the base administrator is in league with the criminals who have captured Picard. He pulls a gun on Geordi and kills Calvin Hutchinson.



4 Picard is trapped on the *ENTERPRISE*, and the baryon sweep has already begun. Unless he can contact Arkaria and have it stopped, he will be killed when it reaches Ten-Forward.



5 Dr. Crusher uses Geordi's **VISOR** as a makeshift weapon. Orton and the hostages are rendered unconscious, but Data is unaffected.



6 The sweep has been stopped and Picard is safe, but the criminals think they have escaped ... until the explosive trilitium destroys their craft.

STARSHIP FACTS

Commander Hutchinson tries to interest Troi and Riker in the mating habits of the Arkarian Horn fowl.





'Lessons'

Captain Picard has begun to enjoy a romance with Neela Daren, the new head of Stellar Cartography, but he soon finds that relationships with colleagues are fraught with unforeseen problems.

During the night, a restless **Captain Picard** inadvertently interrupts the work of **Neela Daren**, the new head of Stellar Cartography. Picard is fascinated by Daren's attempts to construct a mathematical model of an emerging star system.

The next evening in **Ten-Forward**, Picard hears a musical recital given by **Daren**, **Data**, and **Ensign Cheney**. Later, in his quarters, Picard plays a **Ressikan** flute; he is delighted when Neela arrives with a folding keyboard from **Metaline II**. They harmonize around the melody of 'Frère Jacques'.

On another occasion, Neela takes the captain up to a **Jefferies tube** intersection, which she claims is the most acoustically perfect spot on the ship. Picard plays an old folk melody on his flute, but the music is soon abandoned in favor of romance. He is worried that a relationship with a crew member might compromise his objectivity, but is deeply attracted to Neela.


Problems on Bersallis III

Worf informs Picard that outpost staff on **Bersallis III** are requesting evacuation; firestorms will shortly impact with the planet. **Riker** assembles six away teams, but Picard only reluctantly lets Daren lead one of them; he is worried about her safety.

Evacuation proceeds slowly, as the firestorms interfere with transportation. Riker manages to beam out with the last of the colonists, but then informs Picard that two of the teams did not make it back. The captain is stunned when he realizes Daren was in one of those teams. He returns to his quarters, and packs away his flute.

Worf contacts Picard; more survivors have been found. Picard rushes to the transporter room and embraces Neela; she explains that she used a **phaser** to protect her team from the firestorm. But Picard knows he can never put her life in jeopardy again. To ensure the *Enterprise* runs smoothly, Daren tearfully decides to leave the ship, but not before extracting a promise from Picard that he will never abandon his music.

STARSHIP FACTS

 The Bersallis firestorms normally happen in seven-year cycles. They form when solar flare radiation reacts with high-energy plasma present in the planet's atmosphere.

CAPTAIN'S LOG

STARDATE 46693.1

"We have entered the Bersallis star system and are making preparations to evacuate the Federation outpost on the third planet."

ON SCREEN...



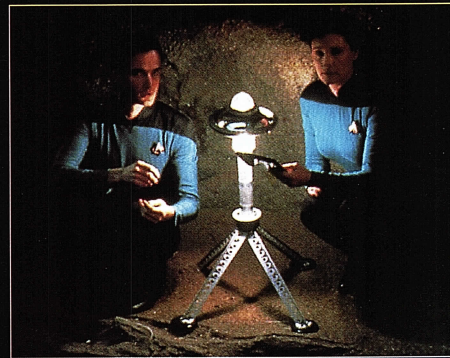
1 The U.S.S. ENTERPRISE NCC-1701-D has a new head of Stellar Cartography: Neela Daren. Captain Picard finds her work, and the woman herself, extremely interesting.



2 Neela Daren is a music lover, and is soon taking part in musical recitals aboard the ship, often accompanying Data on his violin. Captain Picard shares her interest, and their friendship deepens.



3 Neela and Jean-Luc soon find that their love of music is giving way to romance. A 'date' at an acoustically perfect Jefferies tube intersection brings them even closer together.



4 Picard soon finds that his feelings for Daren are getting in the way of his professionalism. He is reluctant to send her on an away team mission to evacuate a Federation outpost on Bersallis III.



5 The Bersallis firestorms hit the outpost, and at first it is thought that two of the away teams did not make it back. Picard is deeply worried.



6 Thankfully, Neela and her team are safe, but Picard realizes that a relationship with a crew member is just not going to work.



FILE 70 STAR TREK: DEEP SPACE NINE

'Visionary'

Due to the side effects of radiation poisoning, Chief O'Brien is experiencing visions of the future; slowly, they seem to be revealing a plot to destroy *Deep Space Nine*. Can he piece together the clues in time to avert disaster?

'VISIONARY'

"I feel like someone just walked over my grave. I mean, I've had a few brushes with death in my career, but there was something about watching myself be killed ... about feeling my own neck for a pulse that wasn't there."

— Chief O'Brien to Dr. Bashir

During repairs to a conduit breach, Chief Miles O'Brien suffers mild radiation poisoning. Soon after, he is playing darts in Quark's Bar when reality shifts; he witnesses a conversation between Quark and himself in which Quark complains about a group of Klingons wrecking two of his holosuites. The two O'Briens spot each other, causing a moment of shock before the Chief finds himself back where he started; he then loses consciousness. Dr. Bashir assures his friend that hallucinations are a common side effect of radiation poisoning.

Major Kira informs Commander Sisko that a group of Klingons will be on the station for the next two days, overhauling the main computer on their freighter. Sisko and Kira then welcome aboard two Romulans who are taking up Starfleet's offer of information on the Dominion. Kira finds their aggressive questions insulting, and she soon refuses to answer any more of them.

Visions come to pass

O'Brien finds himself discussing Klingons and holosuites with Quark; he looks up to see his past self watching the conversation. He consults Dax about his vision, and she suggests that O'Brien's timeshifting may be related to his radiation poisoning.

The Chief timeshifts for a second time; he sees a fight breaking out between Klingons, Romulans and Starfleet personnel. After coming round in the infirmary, a pensive O'Brien returns to the bar. Odo has posted extra security, but a fight breaks out.

O'Brien timeshifts again; this time he sees himself being killed by a high-energy laser emanating from an electrical panel. Once he returns to the present, O'Brien informs Odo. The Constable checks that the panel is safe, then places a surveillance device inside it.

Dax and Bashir link a nearby quantum singularity with O'Brien's timeshifting. Like a magnet, the radiation still in the Chief's body causes the singularity to pull him backward and forward through time. Bashir sets about neutralizing the radiation still in O'Brien's system while Dax tries to pinpoint the singularity in order to get rid of it.

Kira unknowingly gives the Romulans quarters in the same section of the Habitat Ring as the monitored electrical panel; Sisko

ON SCREEN...



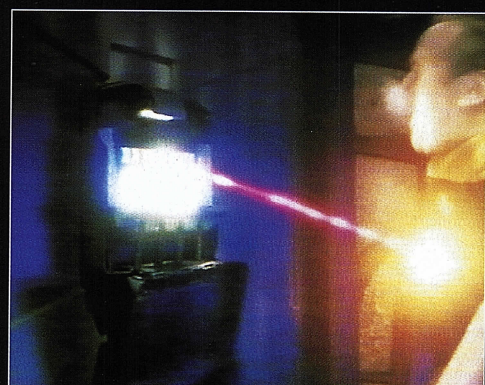
1 After suffering radiation poisoning, Miles O'Brien starts to experience odd side effects. He appears to be traveling through time, and has visions of the future.



2 Major Kira is insulted by the Romulans' claims that her 'relationship' with Odo has affected the way the Dominion treated her on a recent encounter.



3 Despite increased security measures, a fight breaks out in Quark's Bar between Klingons and Romulans, just as O'Brien's vision of the future predicted.



4 O'Brien's next vision of the future is much more disturbing. This time he witnesses his own death, caused by a laser blast from an electrical panel.



5 Odo checks the panel, then installs a security device behind it in case the blast was the result of foul play rather than a genuine accident.



6 Dax and Bashir have found some answers to the mystery of their friend's shifts through time. Removing the residual radiation in his body should stop the jumps.



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'Visionary'

begins to suspect that someone is plotting against the visitors. Odo later finds Class 3 surveillance equipment behind the panel he is monitoring; a laser device has now been directly transported into it.

Odo manages to trace the transporter beam back to some vacant quarters. The intruders have turned a station replicator into a small transporter using technology from **Davros III**, a planet on the Klingon border. After a painstaking investigation, the Constable learns that the three Klingons now on the station are actually part of a covert strike force that reports directly to the Klingon High Council.

O'Brien timeshifts into the infirmary, where his corpse is laid out. Julian is more relieved than surprised to see him: the timeshifting has basically exhausted the Chief's body, but if on his return to the past he asks Bashir to perform a **basila-arterial scan** there should be enough time to find the damage and repair it before it kills him.

Returned to the present, O'Brien tells Bashir to begin the scan, while Dax gets closer to tracking the singularity. It appears to be orbiting the station in a roughly elliptical fashion; O'Brien notes that at certain points in its orbit the singularity radiates temporal energy at a specific wavelength. This seems to be what triggers his timeshifts.

The future begins to look worse

The Chief flashes forward again. He is now on board a shuttle escaping from an exploding **Deep Space Nine**. When he comes back, O'Brien warns Sisko about a series of explosions that will shortly ripple across the Habitat Ring. In order to learn more about the cause of the destruction, O'Brien is given a device which will expose him to more radiation and artificially trigger another timeshift. After activating it, he moves three and a half hours forward. O'Brien wakes his sleeping future self, and both men head down to Ops. They arrive just in time to learn that a **Romulan Warbird** has uncloaked close to Upper Pylon 2. The *Warbird* attacks the station, taking out its shield generator. O'Brien now realizes that the quantum singularity orbiting the station is in fact a cloaked Romulan vessel. A confined singularity, used to power its warp core, is causing the timeshifts.

The last dose of radiation brings the O'Brien from the past close to death; he isn't strong enough to risk the journey back in time, so the future O'Brien takes the device and irradiates himself instead. Back in the past, this O'Brien warns Sisko about all that

will happen in the near future.

The Commander angrily confronts the Romulans with the accusation that they have been trying to collapse the **wormhole** in order to neutralize the Dominion threat. They knew that the crew of the station would not stand by and let them do this,

so they planned to blow it up; everyone would assume **Deep Space Nine** had been destroyed by the accidental collapse of the wormhole. Sisko warns the Romulans that he has about 50 **photon torpedoes** locked onto their *Warbird*, and, realizing they are outmaneuvered, they leave the station.

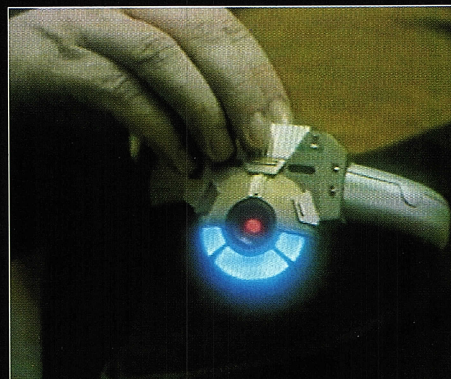
ON SCREEN...



7 There is definitely something odd going on aboard the station. A replicator in some abandoned quarters has been turned into a makeshift transporter. The technology used to do this suggests that the Klingons are responsible.



8 On his next timeshift, O'Brien finds himself in the infirmary, along with his corpse. Dr. Bashir is pleased to see the past O'Brien; he now knows how to cure the radiation poisoning, and the death can be prevented in the past.



9 The content of the visions has become more serious, and suggests that the station itself is under threat. A device worn on O'Brien's arm will enable him to control the jumps so that he can learn more about the station's destruction.



10 The past O'Brien enlists the help of his future counterpart to solve the mystery. Both men head for Ops, where they soon find the station under attack from a previously cloaked **ROMULAN WARBIRD**.




11 O'Brien now knows where the threat comes from and what can be done to stop it, but the ordeal has been too much for him. He dies, leaving his future self to travel back to the past and give the information to his colleagues.



12 The Romulan plot has been uncovered, and the threat has been neutralized. The wormhole and **DEEP SPACE NINE** are safe, at least from the Romulans; threats of violence from Sisko soon convince them to leave the station.

STARSHIP FACTS

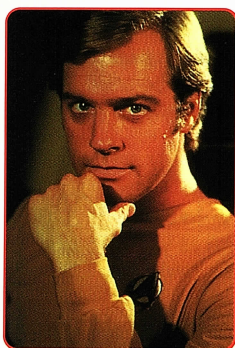
 Odo has a friend in Starfleet intelligence who used to be assigned to the Federation Embassy on Qo'noS. He is a useful source of information.

 The Klingons are allowed back into Quark's Bar when they agree to pay triple rates.

D continued

Decker, Captain Willard

The son of **Matthew Decker**. He was assigned the command of the **U.S.S.**



Enterprise NCC-1701, prior to being replaced by his mentor, **Admiral James T. Kirk**. Will Decker died during the ship's encounter with **V'Ger** in 2271. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILES 21, 43, 72**

Thanks to Will Decker's brave sacrifice, the **V'GER** threat was averted. The entity turned away from Earth before it caused any lasting damage.

Decker, Commodore Matthew

Commander of the **U.S.S. Constellation** when it encountered an automated, planet-killing weapon in 2267. Decker saw his entire crew perish, and later died in a kamikaze-style assault on the marauder. (*Starship Log: 'The Doomsday Machine'* [TOS]) **SEE FILES 31, 40, 43, 68**

decompression chamber

An isolation compartment utilized in gradually creating normal atmospheric conditions for a medical patient or someone exposed to conditions of increased pressure. (*Starship Log: 'Space Seed'* [TOS]) **SEE FILES 20, 68**

DeCurtis, Ensign

This enthusiastic young engineer served on **Deep Space Nine**. In 2370, DeCurtis helped protect important areas of the station from the replicant **Chief O'Brien**. (*Starship Log: 'Whispers'* [DS9]) **SEE FILES 27, 70**

Dedestris

A **Delta Quadrant** planet. **Gathorel Labin**, of **Sikaris**, offered to make **Captain Janeway** a scarf from a delicate, floral-based fabric imported from Dedestris. (*Starship Log: 'Prime Factors'* [VOY]) **SEE FILES 3, 71**

dedication plaque

The identifying tablet or marker, usually displayed somewhere on the bridge of **Federation** starships. It provides information about the ship, such as its commission date, place of construction, and the names of the designers and engineers who worked on the vessel's development. **SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 31**

deductive reasoning test

One portion of the entrance exam for the **Starfleet Academy Preparatory Program**, which all would-be cadets must pass. (*Starship Log: 'Facets'* [VOY]) **SEE FILES 19, 71**

Deela [Bajoran]

A former member of the **Bajoran** underground. After the war, she worked at the **Tozhat Resettlement Center**, for children who were orphaned or abandoned following the **Cardassian** withdrawal. (*Starship Log: 'Cardassians'* [DS9]) **SEE FILES 47, 70**



Commodore Matthew Decker's Starfleet career came to a tragic end. The deadly planet-killing **DOOMSDAY MACHINE** caused the deaths of his entire crew, and he lost his own life in a desperate but futile attack on the entity.

Deela [Scalorian]

A female sovereign who attempted to conscript male crew members from the **U.S.S. Enterprise NCC-1701** to serve as propagators for her biochemically-accelerated race. Deela herself wished to mate with **Captain Kirk**. (*Starship Log: 'Wink of an Eye'* [TOS]) **SEE FILES 18, 68**

Deep Space 3

Federation-run station, under the command of **Admiral Marcus Holt**. In 2370, the **U.S.S. Hera** vanished after leaving **Deep Space 3** to complete a routine courier assignment. (*Starship Log: 'Interface'* [TNG]) **SEE FILES 32, 69**

Deep Space 4

Dr. Richard Galen wanted to board a transport ship here to continue his pursuit of archeological knowledge relating to the origins of the Milky Way galaxy's aboriginal humanoids. (*Starship Log: 'The Chase'* [TNG]) **SEE FILES 32, 69**

Deep Space 5

This **Federation** station's long-range sensors were the first to detect the impending **Borg** invasion of Earth in the 2370s. (*Starship Log: Star Trek: First Contact*) **SEE FILES 32, 79**

Deep Space 9

Orbital station currently located near the **Bajoran** wormhole. A former **Cardassian** mining facility, the station became a thriving commercial and residential hub under the command of **Starfleet Captain Benjamin Sisko**. The **Federation** temporarily left the station following **Bajor's** signing of a non-aggression pact during the war with the **Dominion**. (*Starship Log: 'Emissary'* [DS9], *'Caretaker'* [VOY]) **SEE FILES 10, 13, 27, 43, 70, 71**

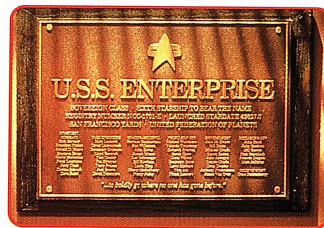
Deep Space Station K-7

A **Federation** space station from which the development of **Sherman's Planet** was administered. Precious **quadrotriticale** grain stored at the station was poisoned by the **Klingons** and further contaminated by 1.7 million **tribbles** in 2267. (*Starship Log: 'The Trouble with Tribbles'* [TOS]; *'Trials and Tribble-ations'* [DS9]) **SEE FILES 11, 18, 32, 43, 48, 68, 70**

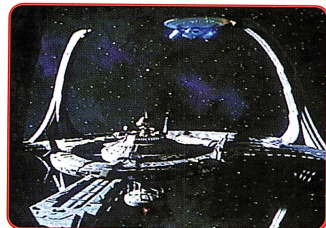
deep tissue scan

This procedure forms part of the standard medical protocol for autopsies performed under **Federation** mandate. (*Starship Log: 'Sub Rosa'* [TNG]) **SEE FILE 69**

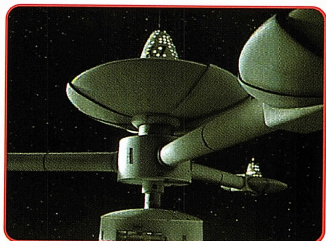
Decker, Captain Willard
Decker, Commodore Matthew
decompression chamber
DeCurtis, Ensign
Dedestris
dedication plaque
deductive reasoning test
Deela [Bajoran]
Deela [Scalorian]
Deep Space 3
Deep Space 4
Deep Space 5
Deep Space 9
Deep Space Station K-7
deep tissue scan
Defiant NCC-1764, U.S.S.
Defiant NX-74205, U.S.S.
deflector array
deflector beam
deflector control
deflector dish
deflector shield generators
deflector shields
deflectors, navigational
degaussing
Degebian mountain goat
Dehner, Dr. Elizabeth
Deinonychus VII
déjà vu
Dejar



A starship dedication plaque gives information on the ship's construction.



DEEP SPACE NINE is located near to the Bajoran wormhole.



DEEP SPACE STATION K-7 is located close to Sherman's Planet and the border with Klingon space.



Defiant NCC-1764, U.S.S.

Federation starship of the **Constitution** class. In 2268, this ship was ensnared in a **Tholian spatial interphase**, a phenomenon that caused the deaths of the crew and left the ship stranded between dimensions. (*Starship Log: 'The Tholian Web'* [TOS]) **SEE FILES 31, 40, 68**

Defiant NX-74205, U.S.S.



⚠ **The U.S.S. DEFIANT NX-74205 was developed to combat the Borg threat, but has seen more action against the deadly Dominion.**

This **Defiant**-class **Federation** vessel was the prototype for a discontinued battlecruiser fleet. The ship took part in **Starfleet's** defense force against the **Borg** invasion of Earth in 2373, and subsequently became involved in the ongoing battle with the **Dominion**. (*Starship Log: 'The Search', Part 1* [DS9]; *Star Trek: First Contact*) **SEE FILES 28, 70, 79**

deflector array

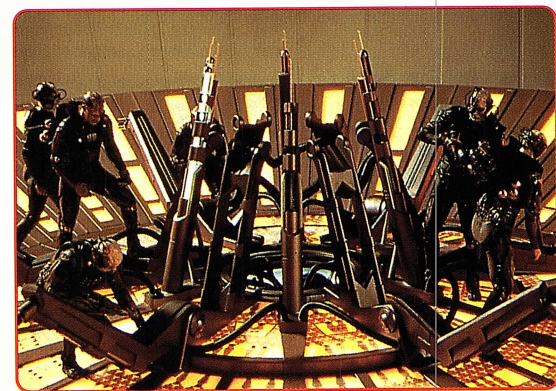
The complex of systems containing a starship's navigational deflectors and long-range sensors. In 2372, engineers **Muniz** and **Stevens** converted the array of the **U.S.S. Defiant NX-74205** into a single-shot phase emitter weapon on **Worf's** orders. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILES 28, 70**

deflector beam

This adjustable beacon, found on most **Federation** starships, clears potentially perilous obstructions, such as asteroids, from a navigational path thousands of kilometers in front of a vessel. The beam is sent out ahead of the ship from the deflector dish. (*Starship Log: 'Star Trek: First Contact'*) **SEE FILES 26, 79**

deflector control

The command axis for a starship's navigational deflector systems. On the **U.S.S. Enterprise NCC-1701-E**, deflector control is located on Deck 11. (*Starship Log: 'Star Trek: First Contact'*) **SEE FILES 26, 79**



⚠ **When the Borg traveled to the past in an attempt to assimilate Earth before Starfleet existed to oppose them, they tried to send a message using the deflector dish of the U.S.S. ENTERPRISE NCC-1701-E.**

deflector dish

This **duranium**-framed dish on the engineering hull exterior of most starships emits the navigational deflector beam. **Borg** drones attempted to modify the deflector dish of the **U.S.S. Enterprise NCC-1701-E** into a transmitter to contact other Borg. (*Starship Log: 'Star Trek: First Contact'*) **SEE FILES 26, 79**

deflector shield generators

Commander Sisko asked **Chief O'Brien** for a complete overhaul of the **U.S.S. Defiant's** deflector shield generators to prepare for a confrontation with the **Tzenkethi** in 2371. (*Starship Log: 'The Adversary'* [DS9]) **SEE FILE 70**

deflector shields

The tactical defensive shields on some **Federation** ships are also known as deflectors, although they serve a different function than the navigational deflectors. (*Starship Log: 'Arena'* [TOS]) **SEE FILES 68, 69, 70, 71**

deflectors, navigational

A system of **graviton polarity source generators** which clears a starship's path of subatomic particles and macrometeoroid objects by emitting an active long-range beam and multiple static buffers. **SEE FILES 68, 69, 70, 71**

degaussing

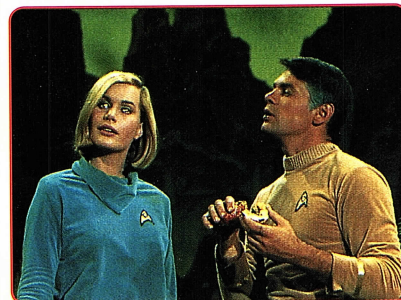
The process of neutralizing the buildup of a magnetic field. The entire hull of a starship, as well as various pieces of equipment, must be periodically degaussed. (*Starship Log: 'Learning Curve', [VOY]*) **SEE FILES 29, 71**

Degebian mountain goat

According to **Kor**, this sure-footed animal is considerably smaller and more agile than the average **Klingon** warrior. (*Starship Log: 'The Sword of Kahless'* [DS9]) **SEE FILE 70**

Dehner, Dr. Elizabeth

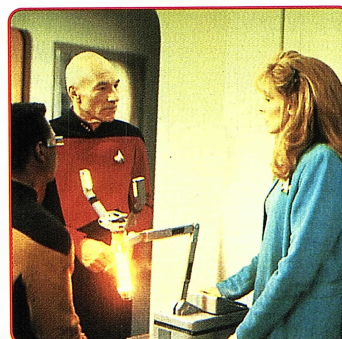
A **Federation** psychiatrist. After contact with the **Galactic Barrier** in 2265, Dehner metamorphosed into a powerful psychokinetic entity. To protect the **U.S.S. Enterprise NCC-1701**, she sacrificed herself on **Delta Vega**. (*Starship Log: 'Where No Man Has Gone Before'* [TOS]) **SEE FILES 5, 20, 43, 68**



⚠ **The incredible psychic abilities acquired by Elizabeth Dehner and Gary Mitchell led to their deaths.**

Deinonychus VII

In 2369, the **U.S.S. Enterprise NCC-1701-D** was on its way to this planet to rendezvous with the **Federation** supply ship **Biko** when **Commander Data's** neural net and the ship's **holodeck** malfunctioned. (*Starship Log: 'A Fistful of Datas'* [TNG]) **SEE FILES 3, 25, 69**



déjà vu

The impression of having again encountered a place or event previously experienced in one's life. Temporal anomalies, such as causality loops, may create a sense of déjà vu. (*Starship Log: 'Cause and Effect'* [TNG]) **SEE FILES 5, 69**

⚠ **When the U.S.S. ENTERPRISE was stuck in a temporal loop, feelings of déjà vu alerted the crew.**

Dejar

A scientist and undercover agent of the **Obsidian Order**. In 2371 she sought to undermine a project to establish communication through the wormhole, part of the rapprochement between the **Cardassians** and the **Bajorans**. (*Starship Log: 'Destiny'* [DS9]) **SEE FILES 50, 70**

⚠ **Dejar unsuccessfully attempted to sabotage a joint Cardassian/Bajoran project.**

